User's Manual

CS+

Integrated Development Environment

User's Manual: CC-RX Build Tool Operation

Target Device

RX Family

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How to Use This Manual

This manual describes the role of the CS+ integrated development environment for developing applications and systems for RX family, and provides an outline of its features.

CS+ is an integrated development environment (IDE) for RX family, integrating the necessary tools for the development phase of software (e.g. design, implementation, and debugging) into a single platform.

By providing an integrated environment, it is possible to perform all development using just this product, without the need to use many different tools separately.

Readers	This manual is intended for users who wish to understand the functions of the CS+ and design software and hardware application systems.
Purpose	This manual is intended to give users an understanding of the functions of the CS+ to use for reference in developing the hardware or software of systems using these devices.
Organization	This manual can be broadly divided into the following units. 1.GENERAL 2.FUNCTIONS A.WINDOW REFERENCE
How to Read This Manual	It is assumed that the readers of this manual have general knowledge of electricity, logic circuits, and microcontrollers.

Conventions

Data significance:	Higher digits on the left and lower digits on the right
Active low representation:	XXX (overscore over pin or signal name)
Note:	Footnote for item marked with Note in the text
Caution:	Information requiring particular attention
Remarks:	Supplementary information
Numeric representation:	Decimal ... XXXX Hexadecimal ... 0xXXXX

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1. GENERAL

This chapter explains the overview of the build tool plug-in of CC-RX.

1.1 Overview

The build tool plug-in can be used to set build options for creating load modules or user libraries.

1.2 Features

The features of the build tool plug-in are shown below.

- Build option setting
  Most build options can be set via the graphical user interface (GUI).
- Speeding-up of build
  Two types of facilities are provided to speed up build: simultaneous build and parallel build.
  The build time can be shortened in simultaneous build by simultaneously compiling or assembling the files with a single call of the build command and in parallel build by executing multiple build commands in parallel.

2. FUNCTIONS

This chapter describes the build procedure using CS+ and about the main build functions.

2.1 Overview

This section describes how to create a load module and user library.

2.1.1 Create a load module

The procedure for creating a load module is shown below.

Remark See "CS+ Integrated Development Environment User's Manual: Project Operation" for details about (1), (2), (3), (7), and (8).

(1) Create or load a project
Create a new project, or load an existing one.

(2) Set a build target project
Set a build target project.

(3) Set build target files
Add or remove build target files and update the dependencies.

(4) Set speeding-up of build
Set a build speed-up facility as required (see "2.2 Speeding-up of Build").

(5) Set the type of the output file
Select the type of the load module to be generated (see "2.3 Set the Type of the Output File").

(6) Set build options
Set the options for the compiler, assembler, linker, and the like (see "2.4 Set Compile Options", "2.5 Set Assemble Options", "2.6 Set Link Options", and the like).

(7) Run a build
Run a build.

Remark If there are any commands you wish to run before or after the build process, on the Property panel, from the [Common Options] tab, in the [Others] category, set the [Commands executed before build processing] and [Commands executed after build processing] properties.
If there are any commands you wish to run before or after the build process at the file level, you can set them from the [Individual Compile Options(C)] tab (for a C source file), [Individual Compile Options(C++)] tab (for a C++ source file), and [Individual Assemble Options] tab (for an assembly source file).

(8) Save the project
Save the setting contents of the project to the project file.

2.1.2 Create a user library

The procedure for creating a user library is shown below.

Remark See "CS+ Integrated Development Environment User's Manual: Project Operation" for details about (1), (2), (3), (6), and (7).

(1) Create or load a project
Create a new project, or load an existing one.
When you create a new project, set a library project.

(2) Set a build target project
Set a build target project.

(3) Set build target files
Add or remove build target files and update the dependencies.

(4) Set speeding-up of build
Set a build speed-up facility as required (see "2.2 Speeding-up of Build").

(5) Set build options
Set the options for the compiler, assembler, librarian, and the like (see "2.4 Set Compile Options", "2.5 Set Assemble Options", "2.8 Set Librarian Options").

(6) Run a build
Run a build.

Remark If there are any commands you wish to run before or after the build process, on the Property panel, from the [Common Options] tab, in the [Others] category, set the [Commands executed before build processing] and [Commands executed after build processing] properties.
If there are any commands you wish to run before or after the build process at the file level, you can set them from the [Individual Compile Options(C)] tab (for a C source file), [Individual Compile Options(C++)] tab (for a C++ source file), and [Individual Assemble Options] tab (for an assembly source file).

(7) Save the project
Save the setting contents of the project to the project file.

2.2 Speeding-up of Build

The build speed-up facilities of this build tool are described here.

There are the following types of build speed-up facilities.

Simultaneous build	Multiple files are simultaneously passed by a single call of the build command. See "2.2.1 Running simultaneous build" for details about simultaneous build.
Parallel build	Multiple build commands are executed in parallel. See "2.2.2 Running parallel build" for details about parallel build.

2.2.1 Running simultaneous build

Simultaneous build is a facility to simultaneously compile or assemble the files with a single call of the ccrx command when there are multiple files to be built.

An image of calling the ccrx command is shown below.

Example When build target files are aaa.c, bbb.c, and ccc.c

- When a build is run simultaneously

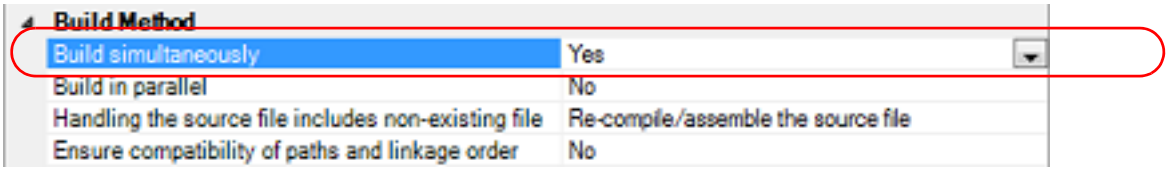
```
>ccrx aaa.c bbb.c ccc.c        <- "aaa.obj", "bbb.obj", and "ccc.obj" are
                                  generated.
>rlink aaa.obj bbb.obj ccc.obj <- "aaa.abs" is generated.
```

- When a build is not run simultaneously

```
>ccrx aaa.c                    <- "aaa.obj" is generated.
>ccrx bbb.c                    <- "bbb.obj" is generated.
>ccrx ccc.c                    <- "ccc.obj" is generated.
>rlink aaa.obj bbb.obj ccc.obj <- "aaa.abs" is generated.
```

Whether to run a build simultaneously is made with the property.
Select the build tool node on the project tree and select the [Common Options] tab on the Property panel.
Select [Yes] in the [Build simultaneously] property in the [Build Method] category.

Figure 2.1 [Build simultaneously] Property



Remark 1. The files with the individual build options and files to be executed prior to the build are excluded from running build simultaneously.
A build of the file that is not targeted for a simultaneous build is run separately.

Remark 2. If the source file is older than the generated object module file or related properties and project or the like, the object module file will be used for the build instead of the source file.

Another facility to speed up build is parallel build.
See "2.2.2 Running parallel build" for details about parallel build.

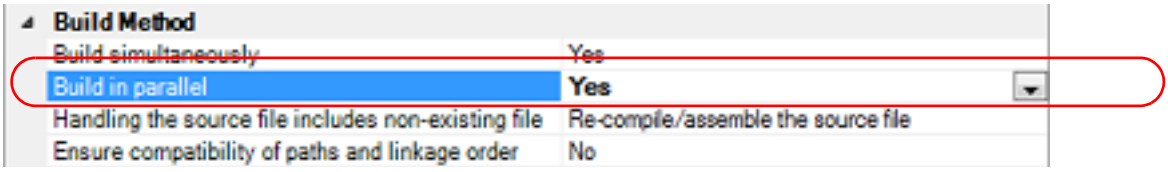
2.2.2 Running parallel build

Parallel build is a facility to build multiple source files in parallel at build in order to reduce the build time.
In parallel build, since build is performed simultaneously for the number of logical CPUs in the host machine, the effect is greater in a machine with a large number of CPU cores.

There are two types of parallel build facilities. Each processing and its setting method are given below.

(1) Parallel build between source files
When running parallel build between multiple source files registered in a project, make the setting in the [Build in parallel] property in the [Common Options] tab on the Property panel.

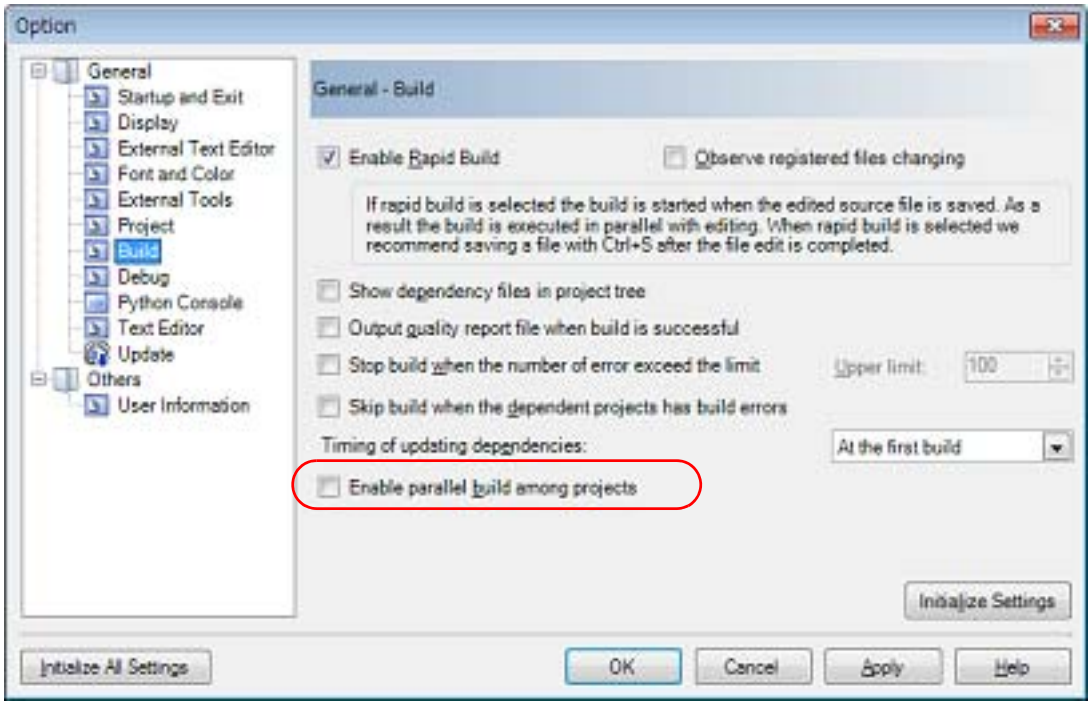
Figure 2.2 [Build in parallel] Property



Remark Another facility to speed up build is simultaneous build.
Simultaneous build is a facility to process the build command for multiple source files at once, and specifying it simultaneously with parallel build has no effect due to its nature. Generally, the more CPU cores there are in the host machine in use or the more source files there are registered in a project, parallel build is faster than simultaneous build.
However, as there are properties that need to be used together with simultaneous build, such as inter-module optimization, use the suitable facility for the situation.
See "2.2.1 Running simultaneous build" for details about simultaneous build.

(2) Parallel build between projects
When running parallel build between the main project and subprojects, make the setting in [Enable parallel build among projects] of the [General - Build] category of the Option dialog box.

Figure 2.3 Option Dialog Box ([General - Build] Category)


Option
General
Startup and Exit
Display
External Text Editor
Font and Color
External Tools
Project
Build
Debug
Python Console
Text Editor
Update
Others
User Information
General - Build
Enable Rapid Build
Observe registered files changing
If rapid build is selected the build is started when the edited source file is saved. As a result the build is executed in parallel with editing. When rapid build is selected we recommend saving a file with Ctrl+S after the file edit is completed.
Show dependency files in project tree
Output quality report file when build is successful
Stop build when the number of error exceed the limit
Upper limit:
100
Skip build when the dependent projects has build errors
Timing of updating dependencies:
At the first build
Enable parallel build among projects
Initialize Settings
Initialize All Settings
OK
Cancel
Apply
Help

In addition, select [Yes] in the [Build in parallel] property in the [Common Options] tab on the Property panel.

Remark When there are dependencies between projects, set the dependencies between the projects correctly before using the parallel build facility. If a parallel build is performed for the main project and subprojects without the dependencies being set, build is performed in parallel regardless of the build order of the projects.

For details on setting the dependencies between projects, see "CS+ Integrated Development Environment User's Manual: Project Operation".

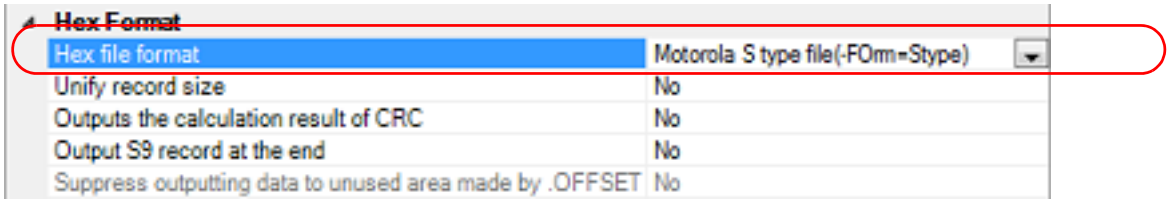
2.3 Set the Type of the Output File

Set the type of the file to be output as the product of the build.

(1) For the application project
A load module file is generated.
The load module file will be the debug target.
Select the type of the convert file to be output as the product of the build other than the load module file.

Select the build tool node on the project tree and select the [Hex Output Options] tab on the Property panel. Select the file type in the [Hex file format] property in the [Hex Format] category.

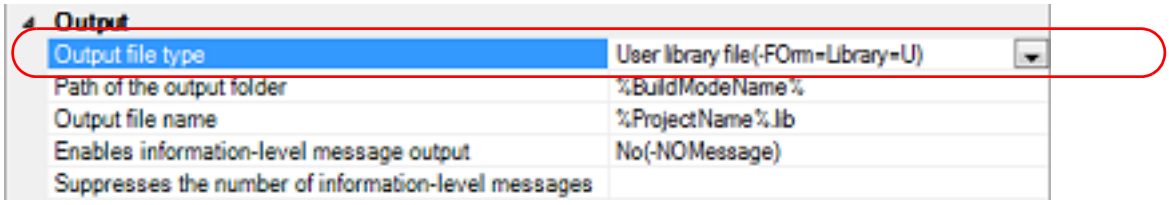
Figure 2.4 [Hex file format] Property



- When [Hex file (-FOrm=Hexadecimal)] is selected
  A hex file is output from the generated load module file.
- When [S record file (-FOrm=Stype)] is selected (default)
  A Motorola S type file is output from the generated load module file.
- When [Binary file (-FOrm=Binary)] is selected
  A binary file is output from the generated load module file.

(2) For the library project
Select the build tool node on the project tree and select the [Librarian Options] tab on the Property panel. Select the file type in the [Output file type] property in the [Output] category.

Figure 2.5 [Output file type] Property



- When [User library file (-FOrm=Library=U)] is selected (default)
  A user library file is generated.
- When [System library file (-FOrm=Library=S)] is selected
  A system library file is generated.
- When [Relocatable module file (-FOrm=Relocate)] is selected
  A relocatable module file is generated.

If the extension of output files is changed, the following message dialog box will open.

Figure 2.6 Message Dialog Box

Clicking [Yes] in the dialog box replaces the current file extension with the one for the output file type. Clicking [No], on the other hand, does not replace the current file extension.

2.3.1 Change the output file name

The names of the load module file, hex file, S record file, binary data file, relocatable module file, and library file output by the build tool are set to the following names by default.

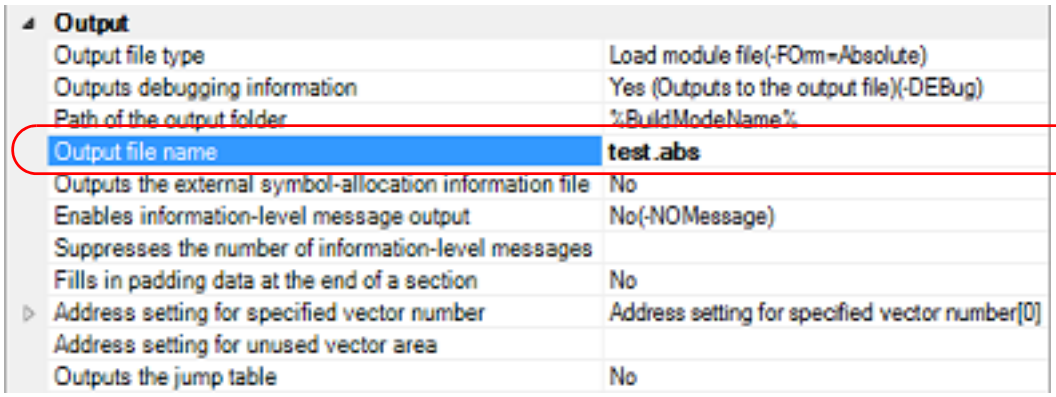
Load module file name: %ProjectName%.abs
Hex file name: %ProjectName%.hex
S record file name: %ProjectName%.mot
Binary data file name: %ProjectName%.bin
Relocatable module file name: %ProjectName%.rel
Library file name: %ProjectName%.lib

Remark "%ProjectName%" is a placeholder. It is replaced with the project name.

The method to change these file names is shown below.

(1) When changing the load module file name
Select the build tool node on the project tree and select the [Link Options] tab on the Property panel. Enter the file name to be changed to on the [Output file name] property in the [Output] category.

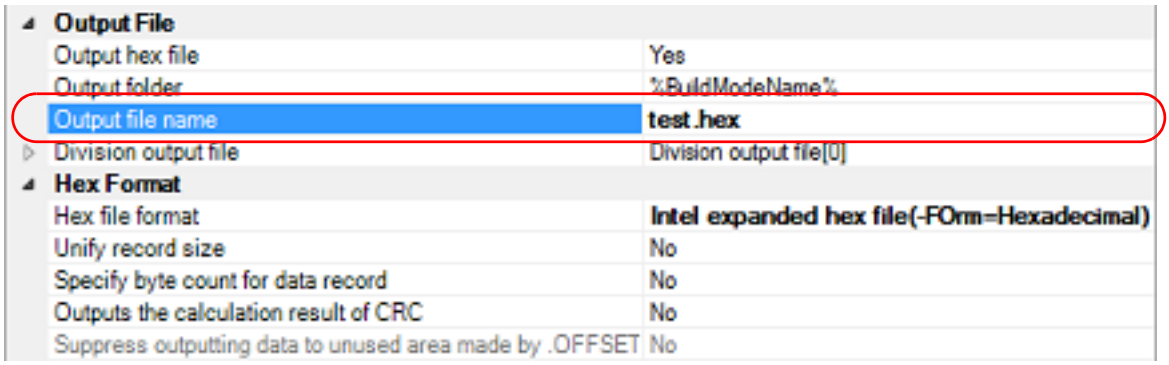
Figure 2.7 [Output file name] Property (For Load Module File)



This property supports the following placeholders.
%ActiveProjectName%: Replaces with the active project name.
%BuildModeName%: Replaces with the build mode name.
%MainProjectName%: Replaces with the main project name.
%ProjectName%: Replaces with the project name.

(2) When changing the hex file name
Select the build tool node on the project tree and select the [Hex Output Options] tab on the Property panel. Enter the file name to be changed to on the [Output file name] property in the [Output File] category.

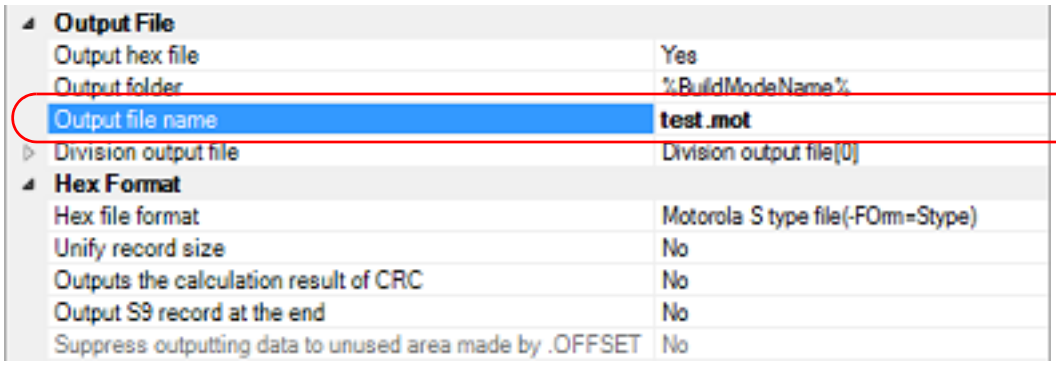
Figure 2.8 [Output file name] Property (For Hex File)



This property supports the following placeholders.
%ActiveProjectName%: Replaces with the active project name.
%BuildModeName%: Replaces with the build mode name.
%MainProjectName%: Replaces with the main project name.
%ProjectName%: Replaces with the project name.

(3) When changing the S record file name
Select the build tool node on the project tree and select the [Hex Output Options] tab on the Property panel. Enter the file name to be changed to on the [Output file name] property in the [Output File] category.

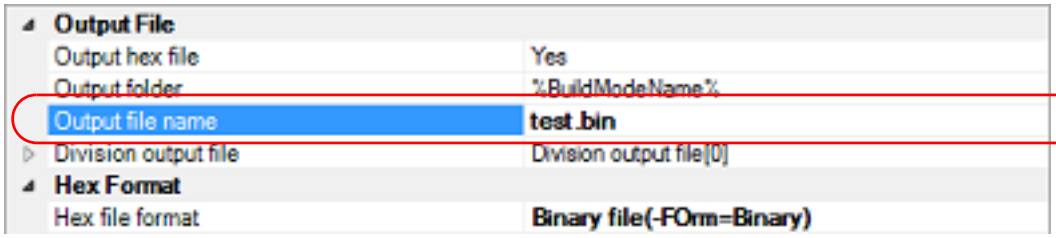
Figure 2.9 [Output file name] Property (For S Record File)



This property supports the following placeholders.
%ActiveProjectName%: Replaces with the active project name.
%BuildModeName%: Replaces with the build mode name.
%MainProjectName%: Replaces with the main project name.
%ProjectName%: Replaces with the project name.

(4) When changing the binary data file name
Select the build tool node on the project tree and select the [Hex Output Options] tab on the Property panel. Enter the file name to be changed to on the [Output file name] property in the [Output File] category.

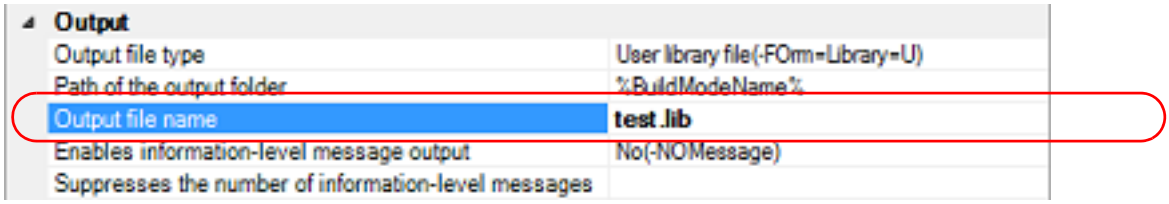
Figure 2.10 [Output file name] Property (For Binary Data File)



This property supports the following placeholders.
%ActiveProjectName%: Replaces with the active project name.
%BuildModeName%: Replaces with the build mode name.
%MainProjectName%: Replaces with the main project name.
%ProjectName%: Replaces with the project name.

(5) When changing the user library file name
Select the build tool node on the project tree and select the [Librarian Options] tab on the Property panel. Enter the file name to be changed to on the [Output file name] property in the [Output] category.

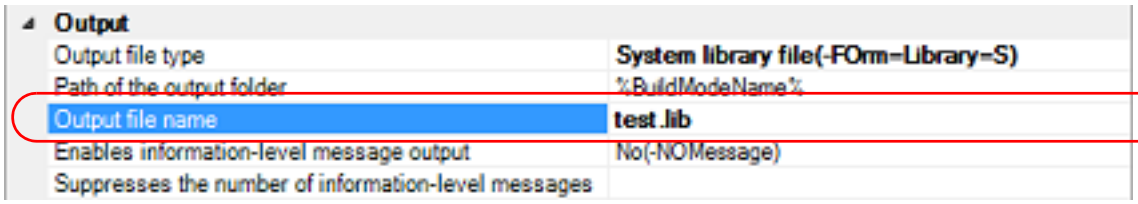
Figure 2.11 [Output file name] Property (For User Library File)



This property supports the following placeholders.
%ActiveProjectName%: Replaces with the active project name.
%BuildModeName%: Replaces with the build mode name.
%MainProjectName%: Replaces with the main project name.
%ProjectName%: Replaces with the project name.

(6) When changing the system library file name
Select the build tool node on the project tree and select the [Librarian Options] tab on the Property panel. Enter the file name to be changed to on the [Output file name] property in the [Output] category.

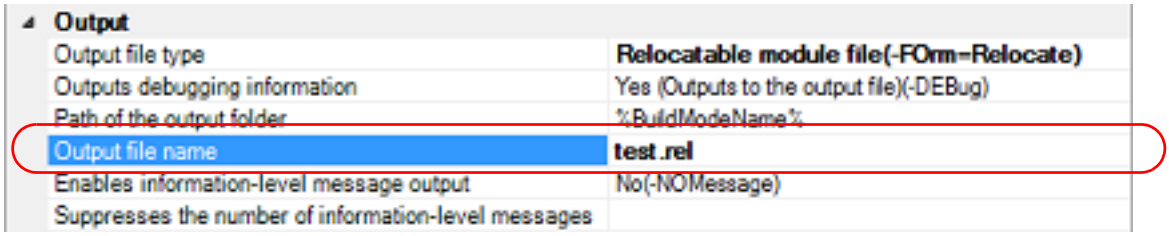
Figure 2.12 [Output file name] Property (For System Library File)



This property supports the following placeholders.
%ActiveProjectName%: Replaces with the active project name.
%BuildModeName%: Replaces with the build mode name.
%MainProjectName%: Replaces with the main project name.
%ProjectName%: Replaces with the project name.

(7) When changing the relocatable module file name
Select the build tool node on the project tree and select the [Librarian Options] tab on the Property panel. Enter the file name to be changed to on the [Output file name] property in the [Output] category.

Figure 2.13 [Output file name] Property (For Relocatable Module File)



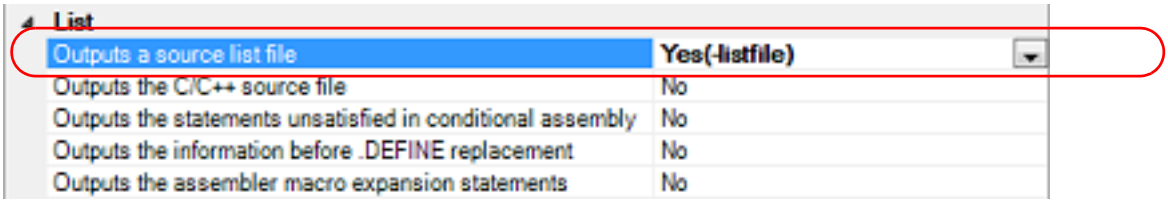
This property supports the following placeholders.
%ActiveProjectName%: Replaces with the active project name.
%BuildModeName%: Replaces with the build mode name.
%MainProjectName%: Replaces with the main project name.
%ProjectName%: Replaces with the project name.

2.3.2 Output an assemble list

The results of the assembly are output to the assemble list file.

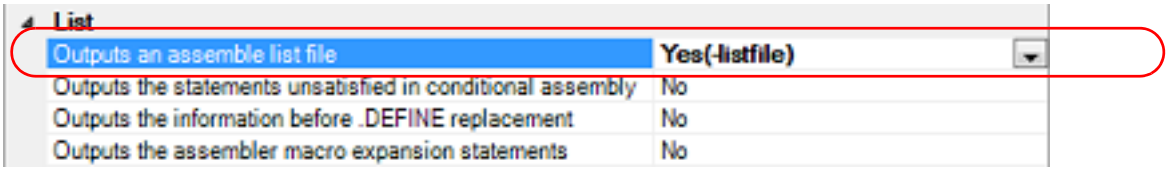
(1) For a C source file and C++ source file
Select the build tool node on the project tree and select the [Compile Options] tab on the Property panel.
To output the assemble list, select [Yes (-listfile)] on the [Outputs a source list file] property in the [List] category.

Figure 2.14 [Outputs a source list file] Property



(2) For an assembler source file
Select the build tool node on the project tree and select the [Assemble Options] tab on the Property panel.
To output the assemble list, select [Yes (-listfile)] on the [Outputs a assemble list file] property in the [List] category.

Figure 2.15 [Outputs a assemble list file] Property



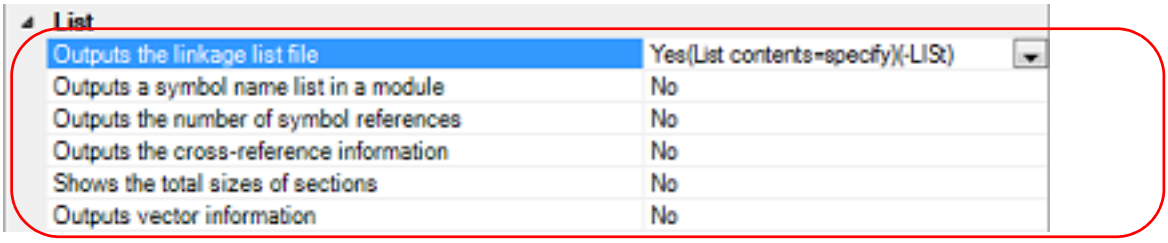
Remark See "CC-RX Compiler User's Manual" for the assemble list.

2.3.3 Output map information

The map information (i.e. information on the result of linkage) is output to the linkage list file.

(1) For the load module file
Select the build tool node on the project tree and select the [Link Options] tab on the Property panel.
The setting to output the linkage list file is made with the [List] category.

Figure 2.16 [Outputs the linkage list file] Property



To output the linkage list file, select [Yes (List contents=specify) (-LISt)] in the [Outputs the linkage list file] property.
When outputting the linkage list file, you can select the contents of the linkage list output by the linker.

(a) When outputting a symbol name list in a module
Select [Yes (-SHow=SYmbol)] in the [Outputs a symbol name list in a module] property.

(b) When outputting the number of symbol references
Select [Yes (-SHow=Reference)] in the [Outputs the number of symbol references] property.

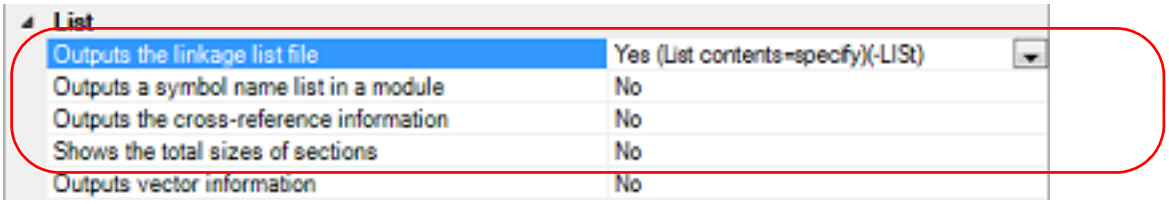
(c) When outputting the cross-reference information
Select [Yes (-SHow=Xreference)] in the [Outputs the cross-reference information] property.

(d) When outputting the total sizes of sections
Select [Yes (-SHow=Total_size)] in the [Shows the total sizes of sections] property.

(e) When outputting vector information
Select [Yes (-SHow=VECTOR)] in the [Outputs vector information] property.

(2) For the relocatable module file
Select the build tool node on the project tree and select the [Librarian Options] tab on the Property panel.
The setting to output the linkage list file is made with the [List] category.

Figure 2.17 [Outputs the linkage list file] Property



To output the linkage list file, select [Yes (List contents=specify) (-LISt)] in the [Outputs the linkage list file] property.
When outputting the linkage list file, you can select the contents of the linkage list output by the linker.

(a) When outputting a symbol name list in a module
Select [Yes (-SHow=SYmbol)] in the [Outputs a symbol name list in a module] property.

(b) When outputting the cross-reference information
Select [Yes (-SHow=Xreference)] in the [Outputs the cross-reference information] property.

(c) When outputting the total sizes of sections
Select [Yes (-SHow=Total_size)] in the [Shows the total sizes of sections] property.

Remark See "CC-RX Compiler User's Manual" for the linkage list file.

2.3.4 Output library information

The library information (i.e. information on the result of linkage) is output to the library list file.
Select the build tool node on the project tree and select the [Librarian Options] tab on the Property panel.
The setting to output a library list file is made with the [List] category.

Figure 2.18 [Outputs the linkage list file] Property

To output the library list file, select [Yes (List contents=specify) (-LISt)] in the [Outputs the linkage list file] property.
When outputting the library list file, you can select the contents of the library list output by the linker.

(1) When outputting a symbol name list in a module
Select [Yes (-SHow=SYmbol)] in the [Outputs a symbol name list in a module] property.

(2) When outputting a section list in a module
Select [Yes (-SHow=SEction)]in the [Outputs a section list in a module] property.

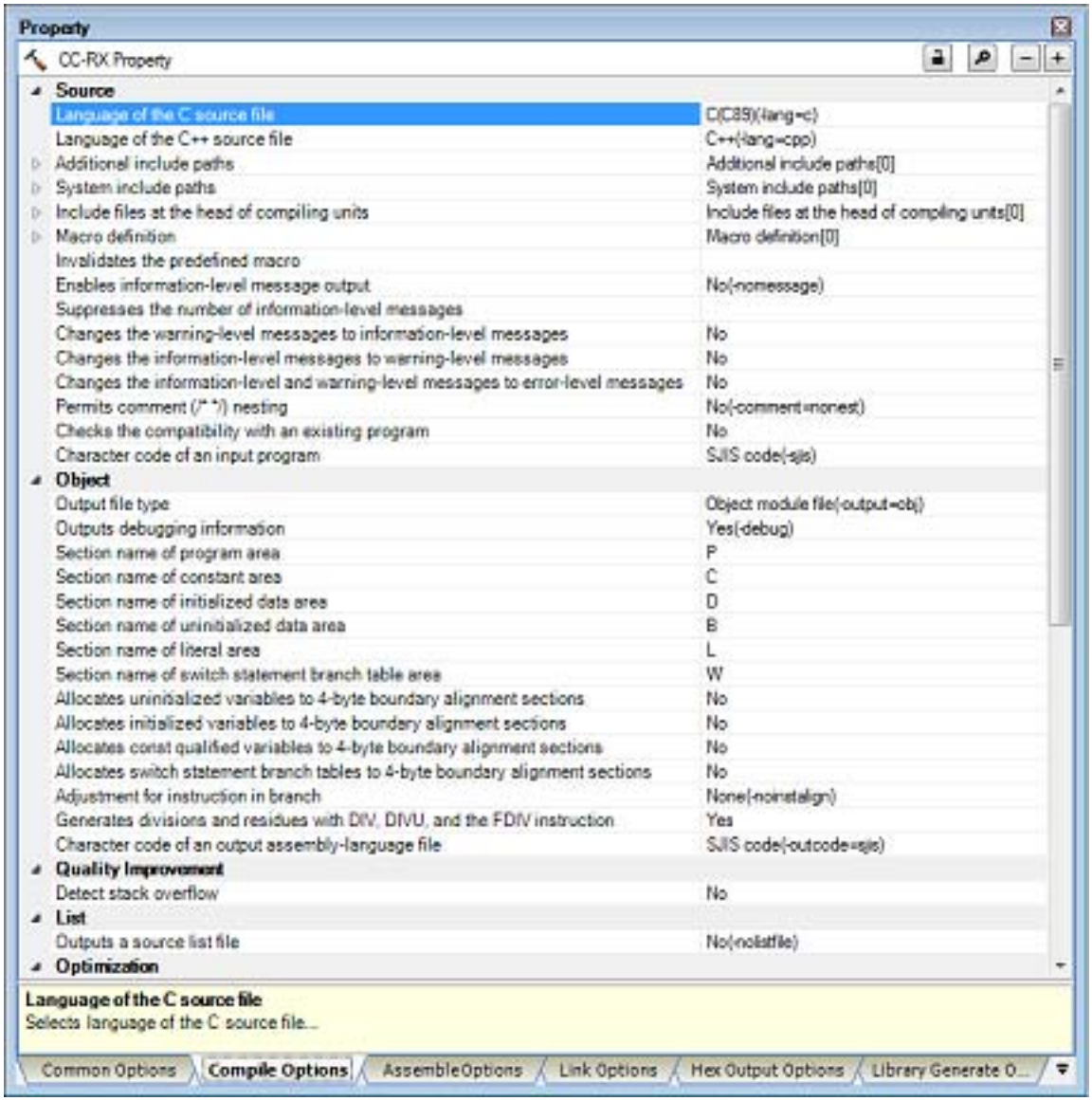
Remark See "CC-RX Compiler User's Manual" for the library list file.

2.4 Set Compile Options

To set options for the compile phase, select the Build tool node on the project tree and select the [Compile Options] tab on the Property panel.

You can set the various compile options by setting the necessary properties in this tab.

Figure 2.19 Property Panel: [Compile Options] Tab



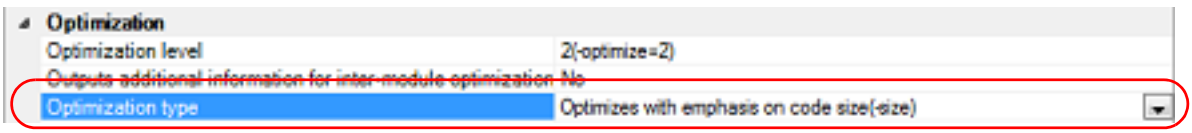
Remark Often used options have been gathered under the [Frequently Used Options(for Compile)] category on the [Common Options] tab.

2.4.1 Perform optimization with the code size precedence

Select the build tool node on the project tree and select the [Compile Options] tab on the Property panel.

To perform optimization with the code size precedence, select [Optimizes with emphasis on code size (-size)] on the [Optimization type] property in the [Optimization] category.

Figure 2.20 [Optimization type] Property (Code Size Precedence)

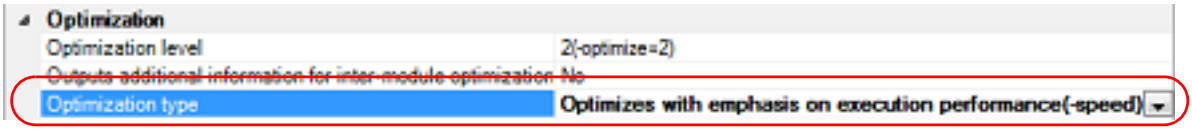


Remark You can also set the option in the same way with the [Optimization type] property in the [Frequently Used Options(for Compile)] category on the [Common Options] tab.

2.4.2 Perform optimization with the execution speed precedence

Select the build tool node on the project tree and select the [Compile Options] tab on the Property panel.
To perform optimization with the execution speed precedence, select [Optimizes with emphasis on execution performance (-speed)] on the [Optimization type] property in the [Optimization] category.

Figure 2.21 [Optimization type] Property (Execution Speed Precedence)

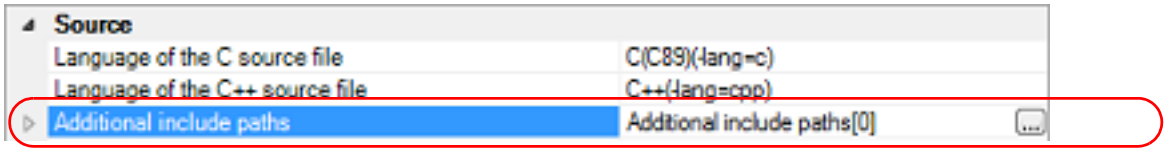


Remark You can also set the option in the same way with the [Optimization type]] property in the [Frequently Used Options(for Compile)] category on the [Common Options] tab.

2.4.3 Add an include path

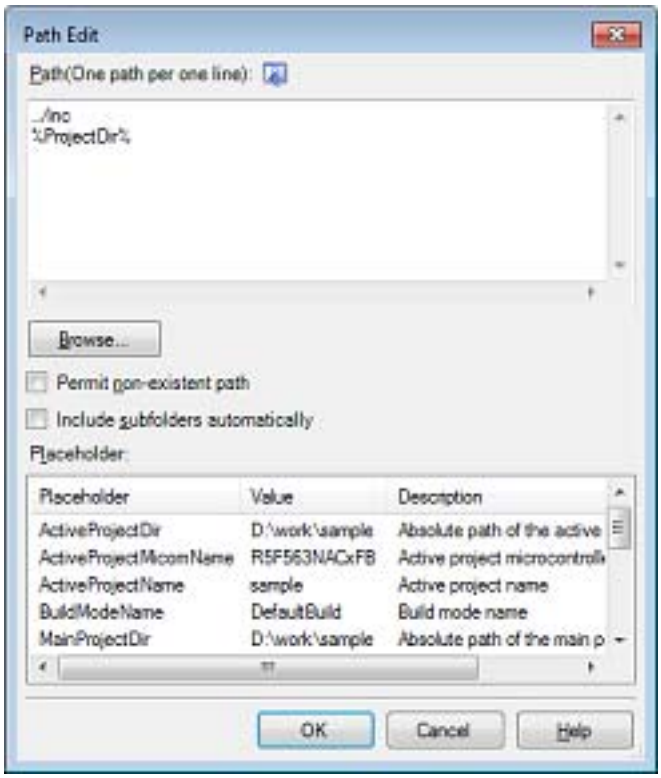
Select the build tool node on the project tree and select the [Compile Options] tab on the Property panel.
The include path setting is made with the [Additional include paths] property in the [Source] category.

Figure 2.22 [Additional include paths] Property



If you click the [...] button, the Path Edit dialog box will open.

Figure 2.23 Path Edit Dialog Box



Enter an include path per line in [Path(One path per one line)].

You can specify up to 247 characters per line.

Remark 1. This property supports placeholders.
If a line is double clicked in [Placeholder], the placeholder will be reflected in [Path(One path per one line)].

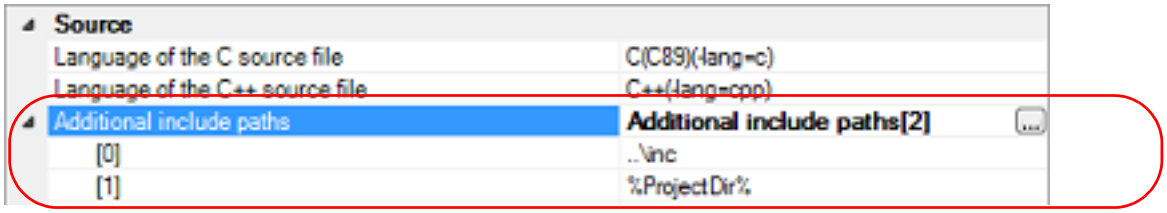
Remark 2. You can also specify the include path by one of the following procedures.

- Drag and drop the folder using such as Explorer.
- Click the [Browse...] button, and then select the folder in the Browse For Folder dialog box.
- Double click a row in [Placeholder].

Remark 3. Select the [Subfolders are automatically included] check box before clicking the [Browse...] button to add all paths under the specified one (down to 5 levels) to [Path(One path per one line)].

If you click the [OK] button, the entered include paths are displayed as subproperties.

Figure 2.24 [Additional include paths] Property (After Adding Include Paths)



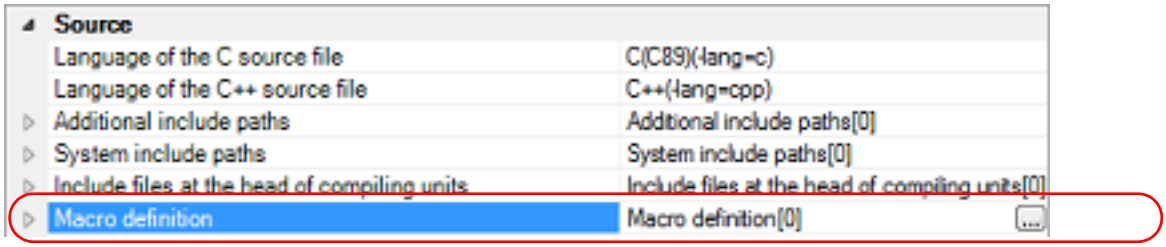
To change the include paths, you can use the [...] button or enter the path directly in the text box of the subproperty.
When the include path is added to the project tree, the path is added to the top of the subproperties automatically.

Remark You can also set the option in the same way with the [Additional include paths] property in the [Frequently Used Options(for Compile)] category on the [Common Options] tab.

2.4.4 Set a macro definition

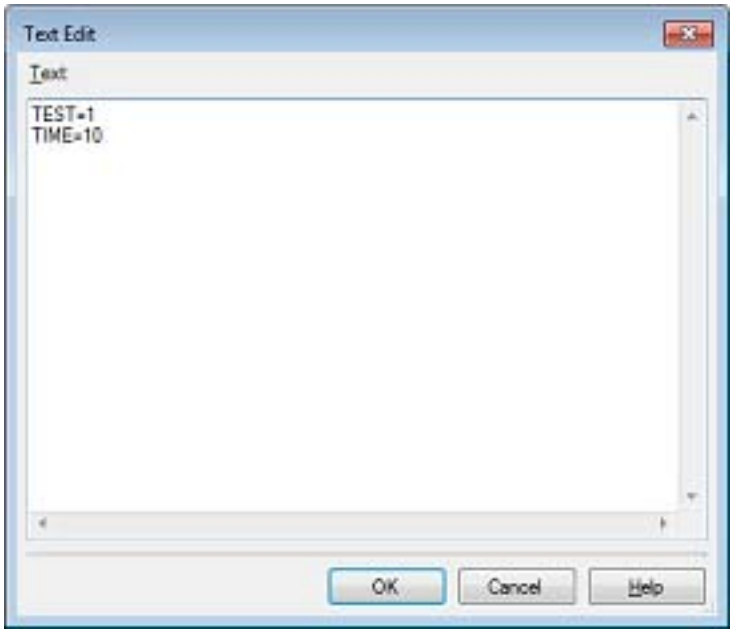
Select the build tool node on the project tree and select the [Compile Options] tab on the Property panel.
The macro definition setting is made with the [Macro definition] property in the [Source] category.

Figure 2.25 [Macro definition] Property



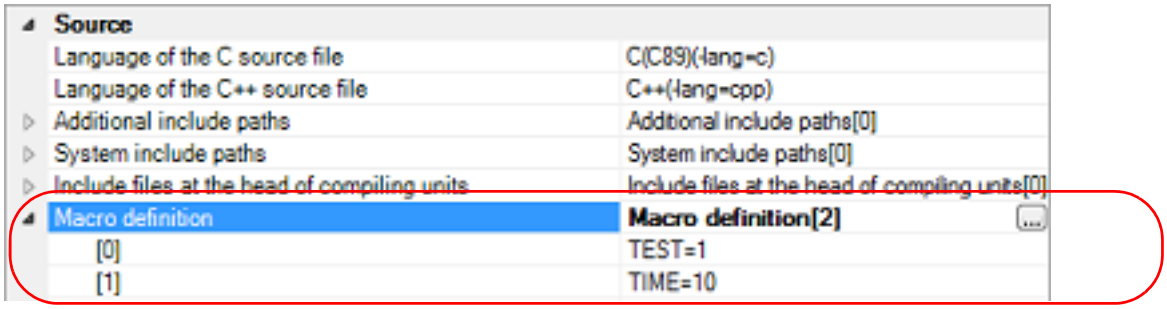
If you click the [...] button, the Text Edit dialog box will open.

Figure 2.26 Text Edit Dialog Box



Enter the macro definition in the format of "*macro name*=*string*", with one macro name per line.
You can specify up to 32767 characters per line, up to 65535 line.
The "=*string*" part can be omitted, and in this case, the macro name is assumed to be defined.
If you click the [OK] button, the entered macro definitions are displayed as subproperties.

Figure 2.27 [Macro definition] Property (After Setting Macros)



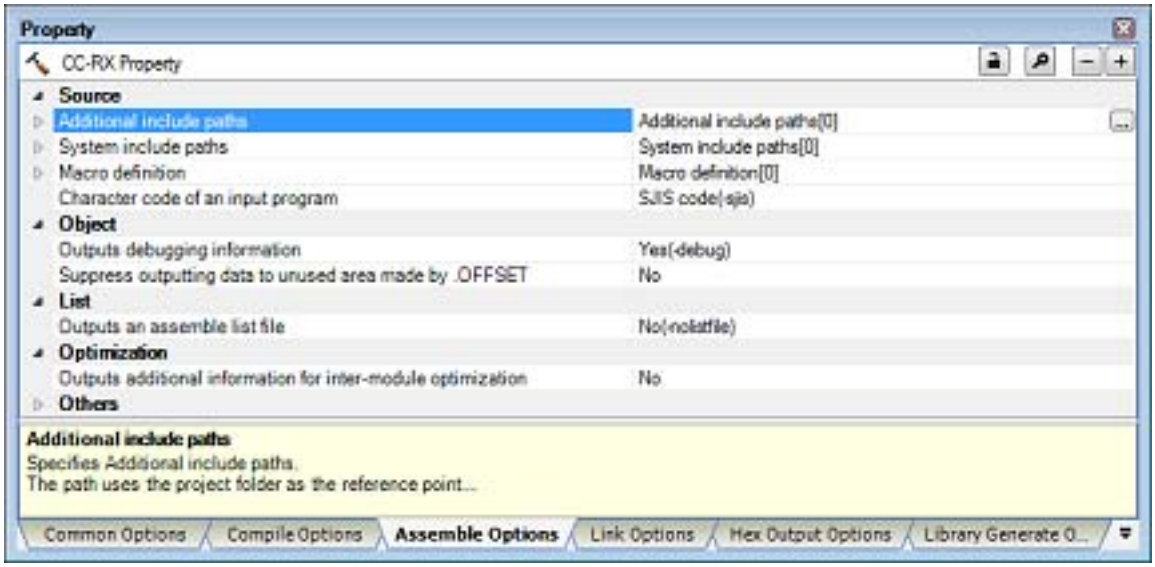
To change the macro definitions, you can use the [...] button or enter the path directly in the text box of the subproperty.

Remark You can also set the option in the same way with the [Macro definition] property in the [Frequently Used Options(for Compile)] category on the [Common Options] tab.

2.5 Set Assemble Options

To set options for the assemble phase, select the Build tool node on the project tree and select the [Assemble Options] tab on the Property panel.
You can set the various assemble options by setting the necessary properties in this tab.

Figure 2.28 Property Panel: [Assemble Options] Tab

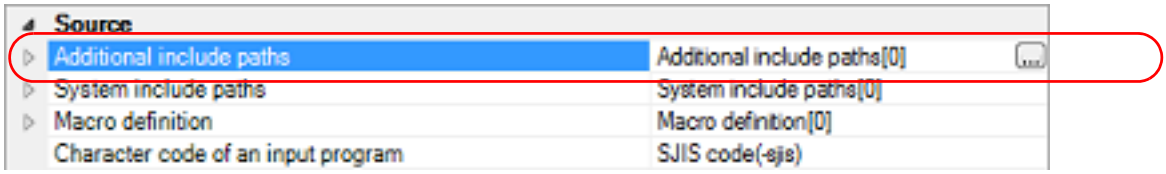


Remark Often used options have been gathered under the [Frequently Used Options(for Assemble)] category on the [Common Options] tab.

2.5.1 Add an include path

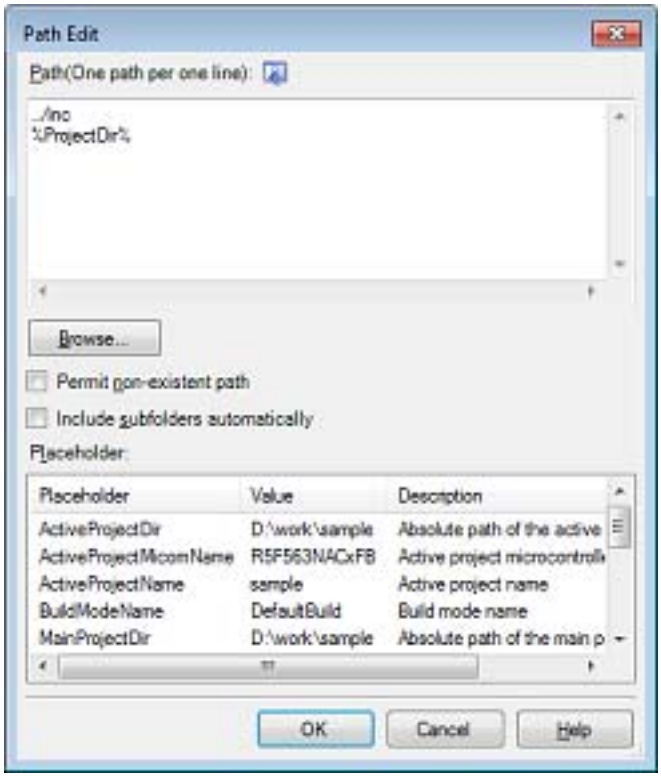
Select the build tool node on the project tree and select the [Assemble Options] tab on the Property panel.
The include path setting is made with the [Additional include paths] property in the [Source] category.

Figure 2.29 [Additional include paths] Property



If you click the [...] button, the Path Edit dialog box will open.

Figure 2.30 Path Edit Dialog Box



Enter the include path per line in [Path(One path per one line)].
You can specify up to 247 characters per line.

Remark 1. This property supports placeholders.
If a line is double clicked in [Placeholder], the placeholder will be reflected in [Path(One path per one line)].

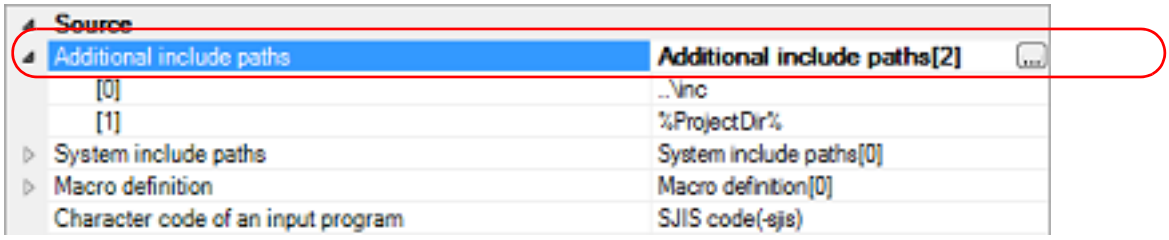
Remark 2. You can also specify the include path by one of the following procedures.

- Drag and drop the folder using such as Explorer.
- Click the [Browse...] button, and then select the folder in the Browse For Folder dialog box.
- Double click a row in [Placeholder].

Remark 3. Select the [Subfolders are automatically included] check box before clicking the [Browse...] button to add all paths under the specified one (down to 5 levels) to [Path(One path per one line)].

If you click the [OK] button, the entered include paths are displayed as subproperties.

Figure 2.31 [Additional include paths] Property (After Adding Include Paths)



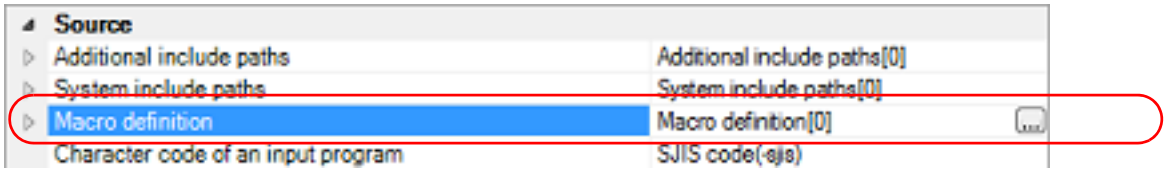
To change the include paths, you can use the [...] button or enter the path directly in the text box of the subproperty.
When the include path is added to the project tree, the path is added to the top of the subproperties automatically.

Remark You can also set the option in the same way with the [Additional include paths] property in the [Frequently Used Options(for Assemble)] category on the [Common Options] tab.

2.5.2 Set a macro definition

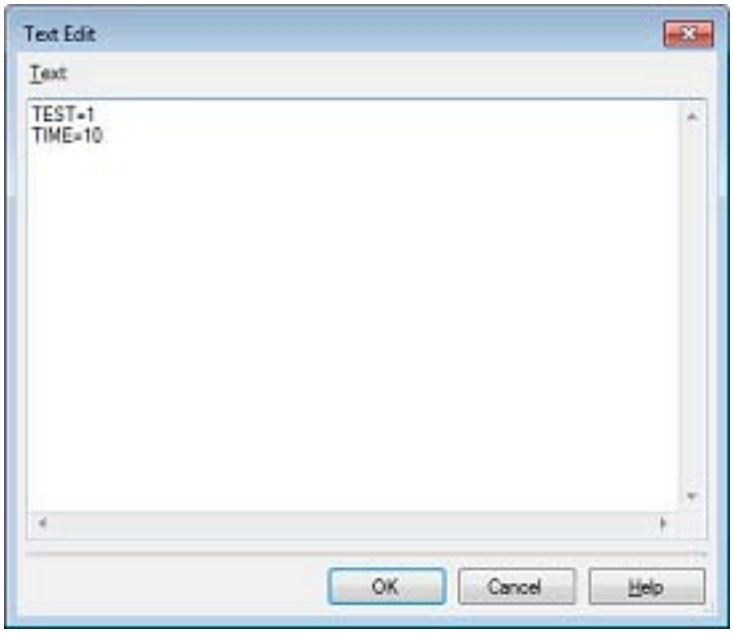
Select the build tool node on the project tree and select the [Assemble Options] tab on the Property panel.
The macro definition setting is made with the [Macro definition] property in the [Source] category.

Figure 2.32 [Macro definition] Property



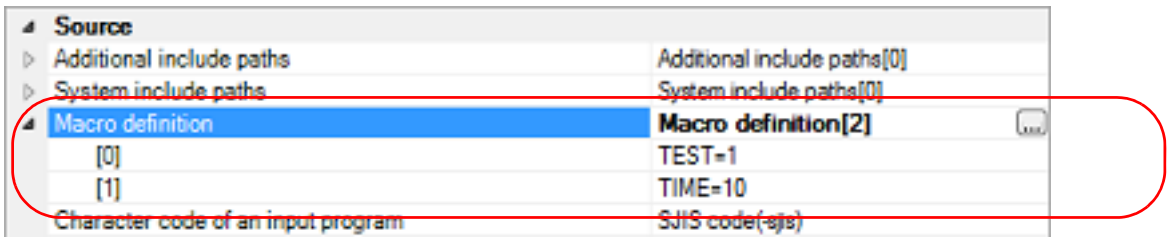
If you click the [...] button, the Text Edit dialog box will open.

Figure 2.33 Text Edit Dialog Box



Enter the macro definition in the format of "*macro name=string*", with one macro name per line.
You can specify up to 32767 characters per line, up to 65535 line.
If you click the [OK] button, the entered macro definitions are displayed as subproperties.

Figure 2.34 [Macro definition] Property (After Setting Macros)



To change the macro definitions, you can use the [...] button or enter the path directly in the text box of the subproperty.

Remark You can also set the option in the same way with the [Macro definition] property in the [Frequently Used Options(for Assemble)] category on the [Common Options] tab.

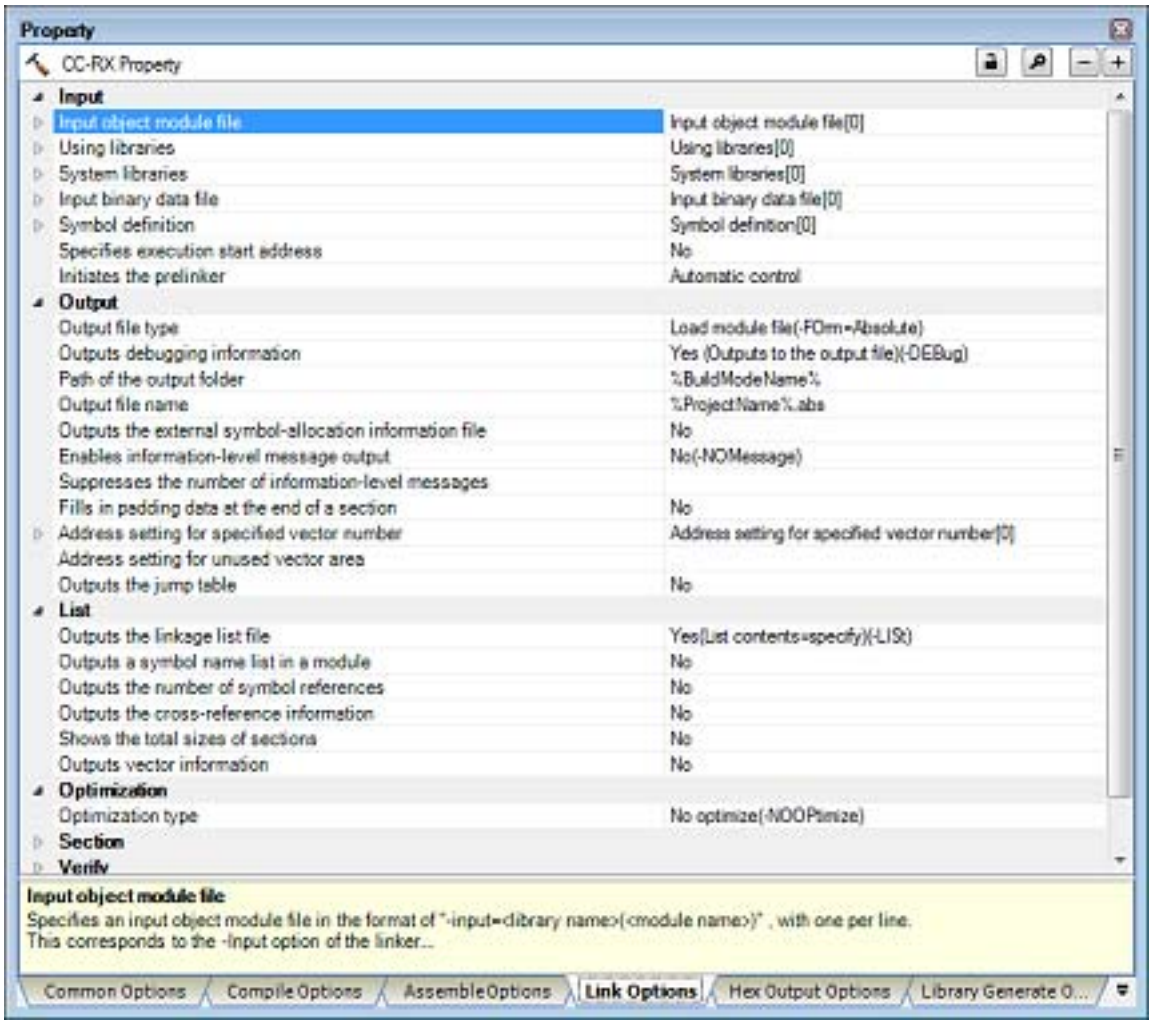
2.6 Set Link Options

To set options for the link phase, select the Build tool node on the project tree and select the [Link Options] tab on the Property panel.

You can set the various link options by setting the necessary properties in this tab.

Caution This tab is not displayed for the library project.

Figure 2.35 Property Panel: [Link Options] Tab

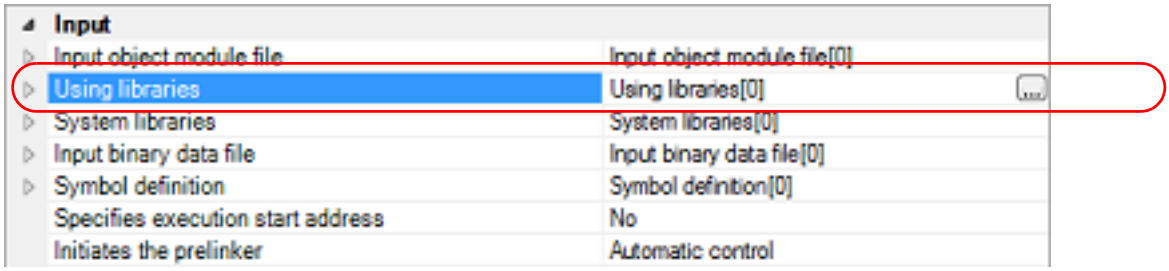


Remark Often used options have been gathered under the [Frequently Used Options(for Link)] category on the [Common Options] tab.

2.6.1 Add a user library

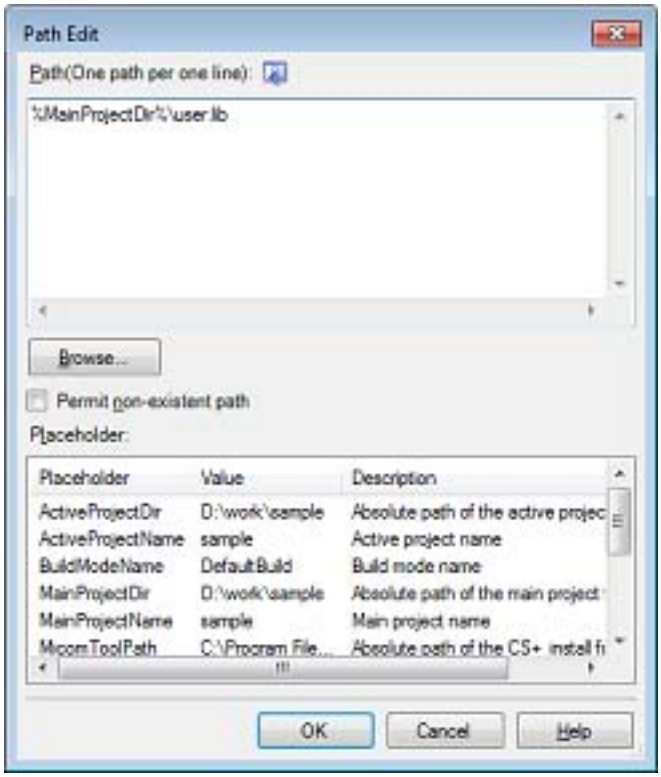
Select the build tool node on the project tree and select the [Link Options] tab on the Property panel.
Adding a user library is made with the [Using libraries] property in the [Input] category.

Figure 2.36 [Using libraries] Property



If you click the [...] button, the Path Edit dialog box will open.

Figure 2.37 Path Edit Dialog Box



Enter the library file (including the path) per line in [Path(One path per one line)].
You can specify up to 259 characters per line, up to 65536 lines.

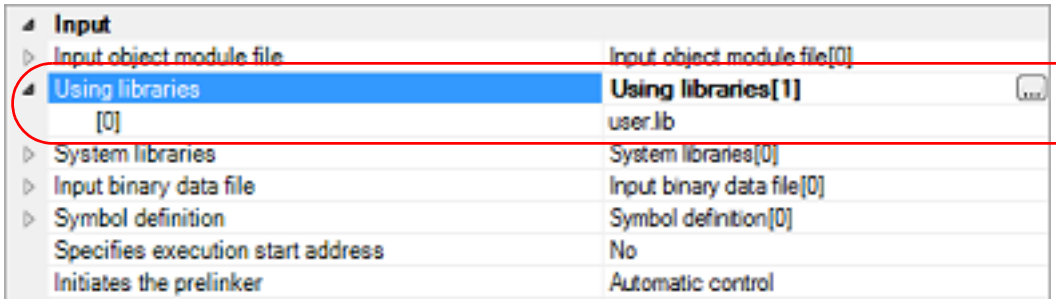
Remark 1. This property supports placeholders.
If a line is double clicked in [Placeholder], the placeholder will be reflected in [Path(One path per one line)].

Remark 2. You can also specify the library file by one of the following procedures.

- Drag and drop the folder using such as Explorer.
- Click the [Browse...] button, and then select the folder in the Specify Using Library File dialog box.
- Double click a row in [Placeholder].

If you click the [OK] button, the entered library files are displayed as subproperties.

Figure 2.38 [Using libraries] Property (After Setting Library Files)



To change the library files, you can use the [...] button or enter the path directly in the text box of the subproperty.

Remark You can also set the option in the same way with the [Using libraries] property in the [Frequently Used Options(for Link)] category on the [Common Options] tab.

2.6.2 Prepare for using the overlaid section selection function

The optimizing linker (rlink) used by CC-RX can allocate multiple sections defined in a program to the same address. The sections allocated in this way are called "overlaid sections".

The debug tool provides a function to select the debug target section from the overlaid sections (priority sections) allocated to the same address. The function is called "overlaid section selection function".

A load module using overlaid sections can be debugged with switching of the priority section before program execution.

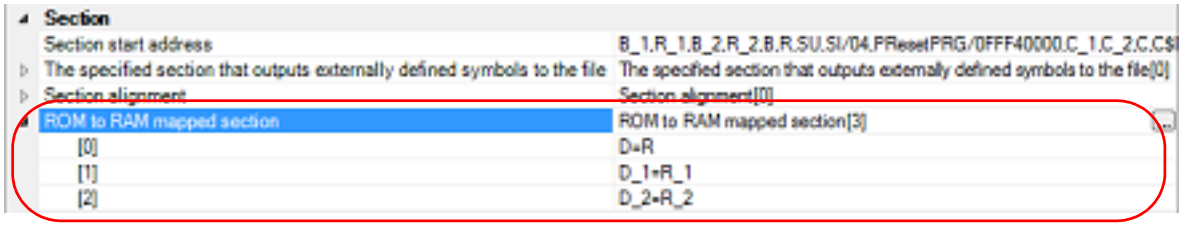
The method for generating a load module to use the overlaid section selection function is shown below.

(1) Copy the ROM area contents to RAM
Copy the ROM area contents to the RAM area to expand the code and data in the RAM.

(2) Set build options
Set the ROM-to-RAM mapped sections and overlaid sections to use the overlaid section selection function.
Select the build tool node on the project tree and select the [Link Options] tab on the Property panel.

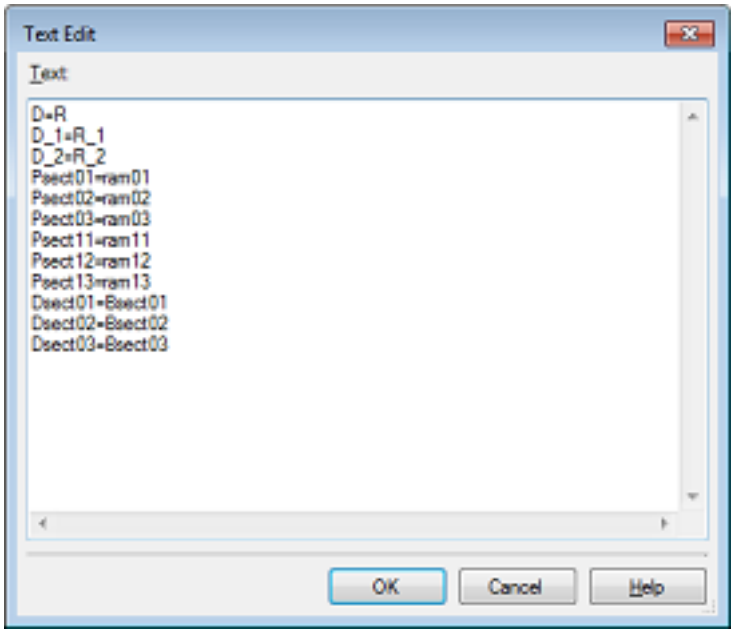
(a) Set ROM-to-RAM mapped sections
Setting the ROM-to-RAM mapped sections is made with the [ROM to RAM mapped section] property in the [Section] category.
This reserves the RAM section with the same size as that of the ROM section and relocates the symbols defined in the ROM section to addresses in the RAM section.

Figure 2.39 [ROM to RAM mapped section] Property



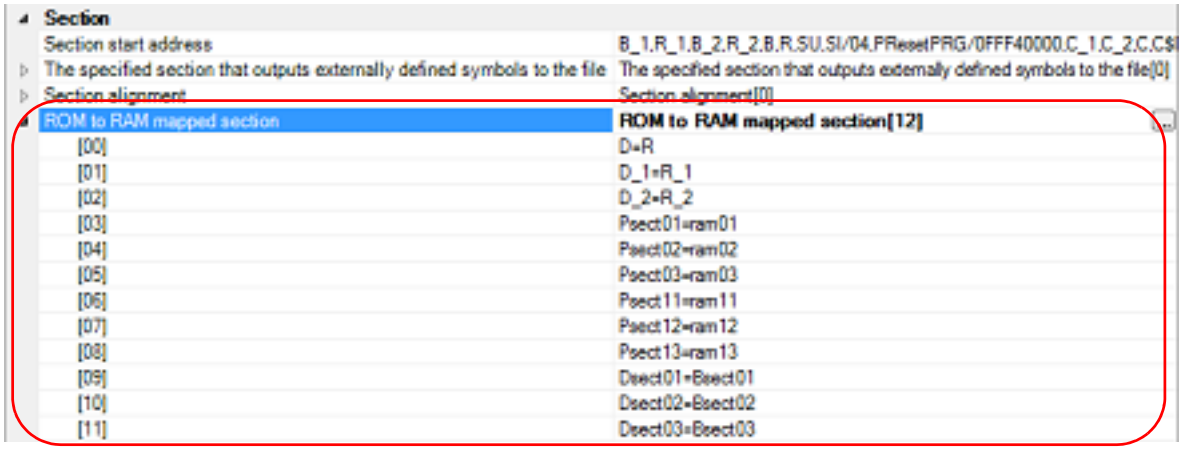
If you click the [...] button, the Text Edit dialog box will open.

Figure 2.40 Text Edit Dialog Box



Enter the section name in [Text] in the format of "*ROM section name=RAM section name*", with one section name per line.
You can specify up to 32767 characters per line, up to 65535 lines.
If you click the [OK] button, the entered section names are displayed as subproperties.

Figure 2.41 [ROM to RAM mapped section] Property (After Setting Sections)



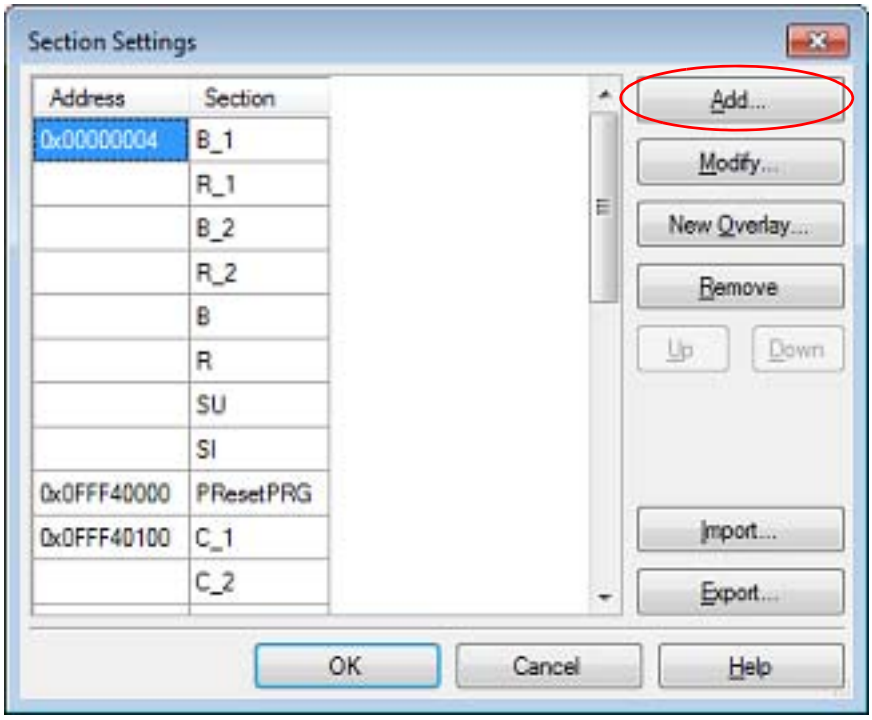
To change the section names, you can use the [...] button or enter them directly in the text box of the subproperty.

(b) Set ROM sections and RAM sections (overlaid sections)
Setting the sections is made with the [Section start address] property in the [Section] category.

Figure 2.42 [Section start address] Property

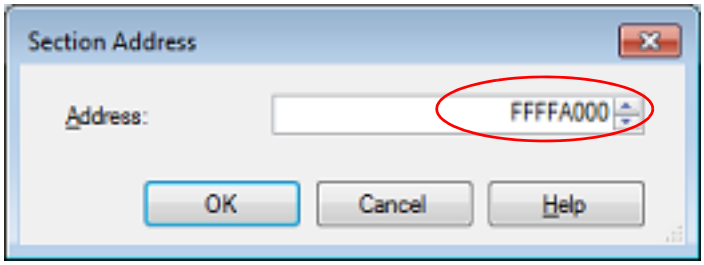
<1> Set ROM sections
If you click the [...] button, the Section Settings dialog box will open.

Figure 2.43 Section Settings Dialog Box



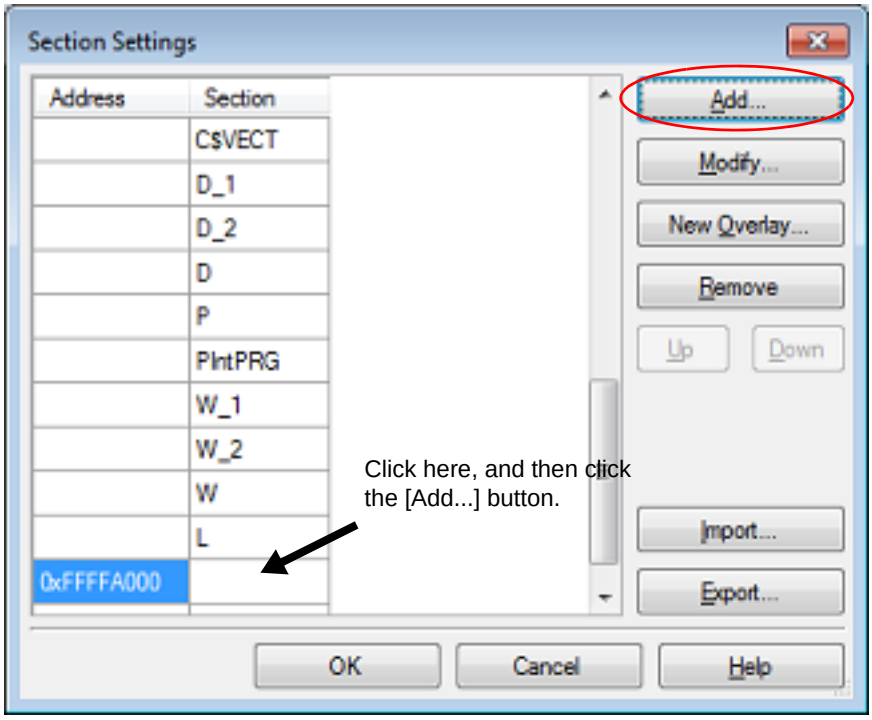
If you click the [Add...] button, the Section Address dialog box will open.

Figure 2.44 Section Address Dialog Box



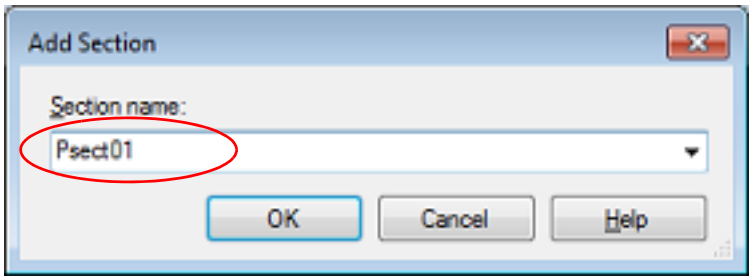
Enter in [Address] the address of the ROM section to be added and click the [OK] button to add the entered address to [Address] in the Section Settings dialog box.

Figure 2.45 Section Settings Dialog Box (After ROM Section Addresses Are Added)



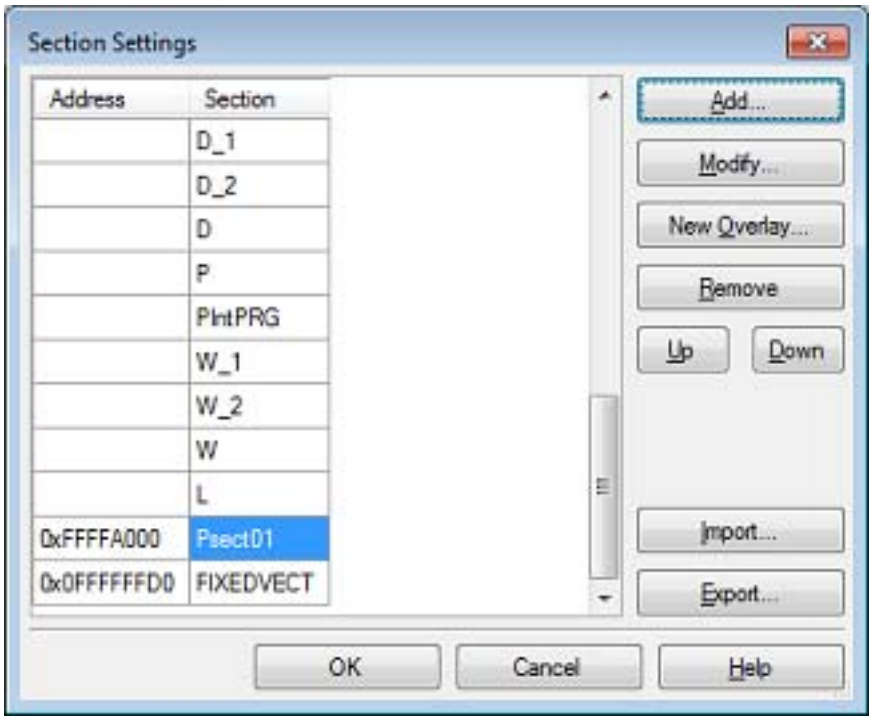
Click the Section column on the added address row and click the [Add...] button to open the Add Section dialog box.

Figure 2.46 Add Section Dialog Box



Enter in [Section name] the name of the ROM section to be added and click the [OK] button to add the entered section to [Section] in the Section Settings dialog box.

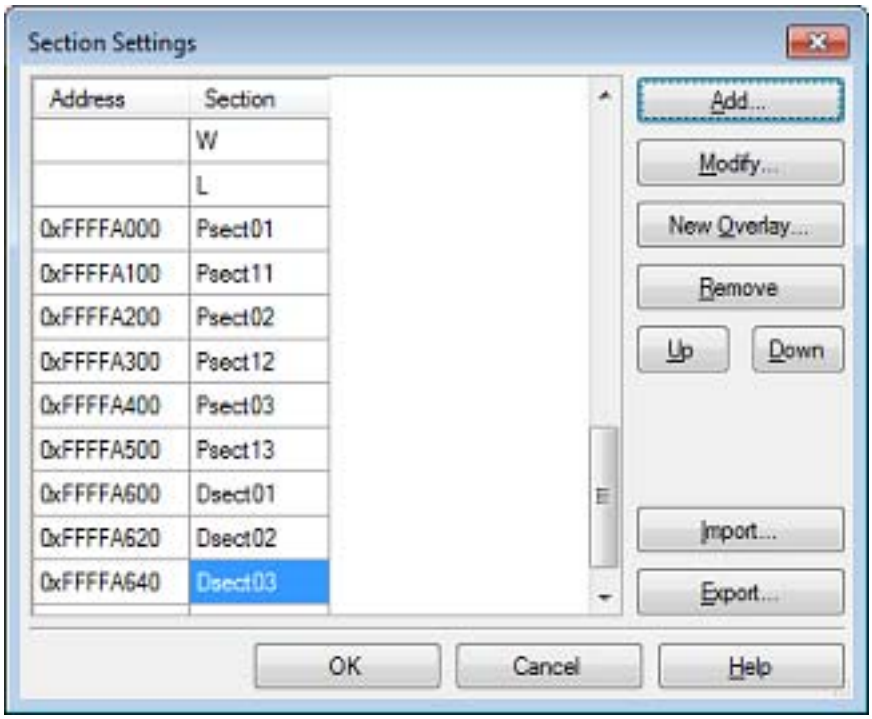
Figure 2.47 Section Settings Dialog Box (After ROM Sections Are Added)



For other ROM sections, set addresses and section names in the same way.

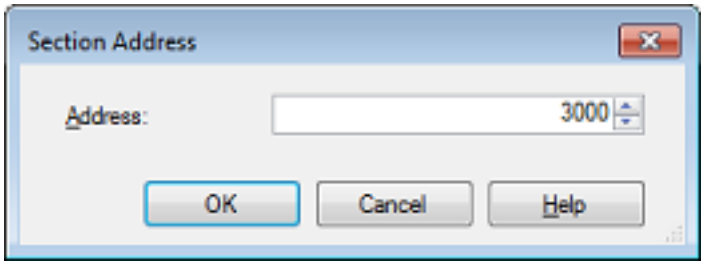
Remark Click the Address column and click the [Add...] button to open the Section Address dialog box, allowing you to add a new address.

Figure 2.48 Section Settings Dialog Box (After Multiple ROM Sections Are Added)



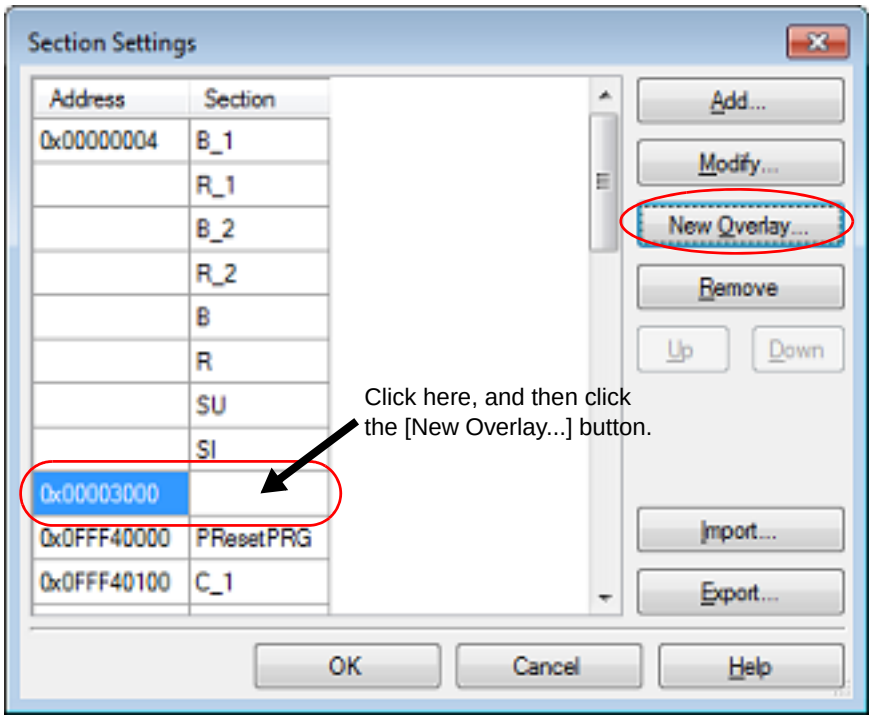
<2> Set RAM sections (overlaid sections)
Click an added address and click the [Add...] button to open the Section Address dialog box.

Figure 2.49 Section Address Dialog Box



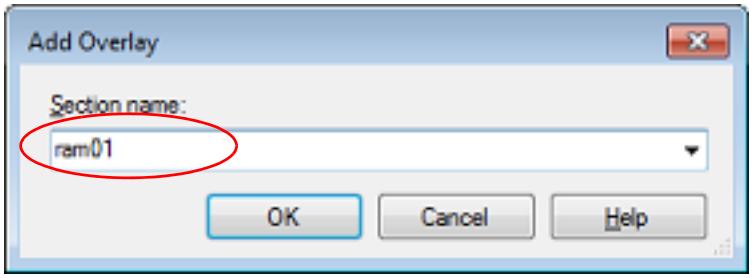
Enter in [Address] the address of the RAM section to be added and click the [OK] button to add the entered address to [Address] in the Section Settings dialog box.

Figure 2.50 Section Settings Dialog Box (After RAM Section Addresses Are Added)



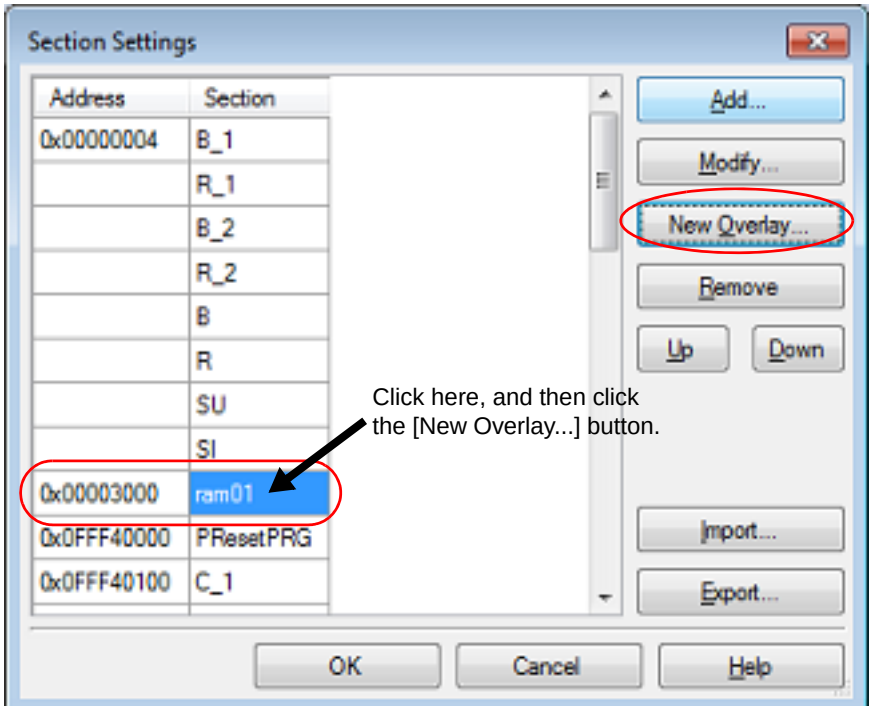
Click the added address row (Address column or Section column) and click the [New Overlay...] button to open the Add Overlay dialog box.

Figure 2.51 Add Overlay Dialog Box



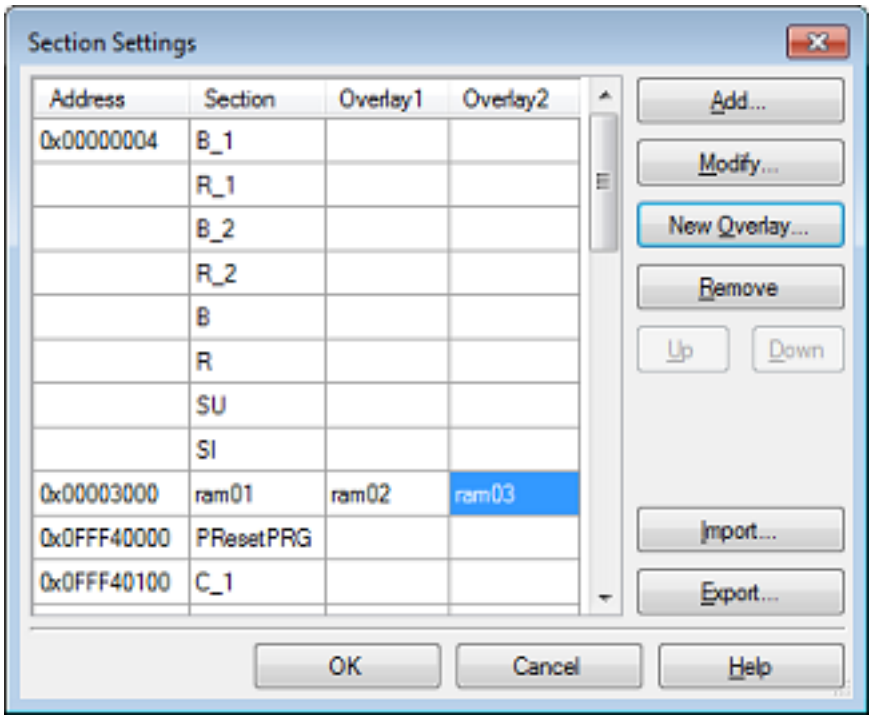
Enter in [Section name] the name of the RAM section to be added and click the [OK] button to add the entered section to [Section] in the Section Settings dialog box.

Figure 2.52 Section Settings Dialog Box (After RAM Sections Are Added)



Add the sections to be allocated to the same address by using the [New Overlay...] button in the same way. The added sections are displayed under [Overlay *n*] (*n*: number starting with "1").

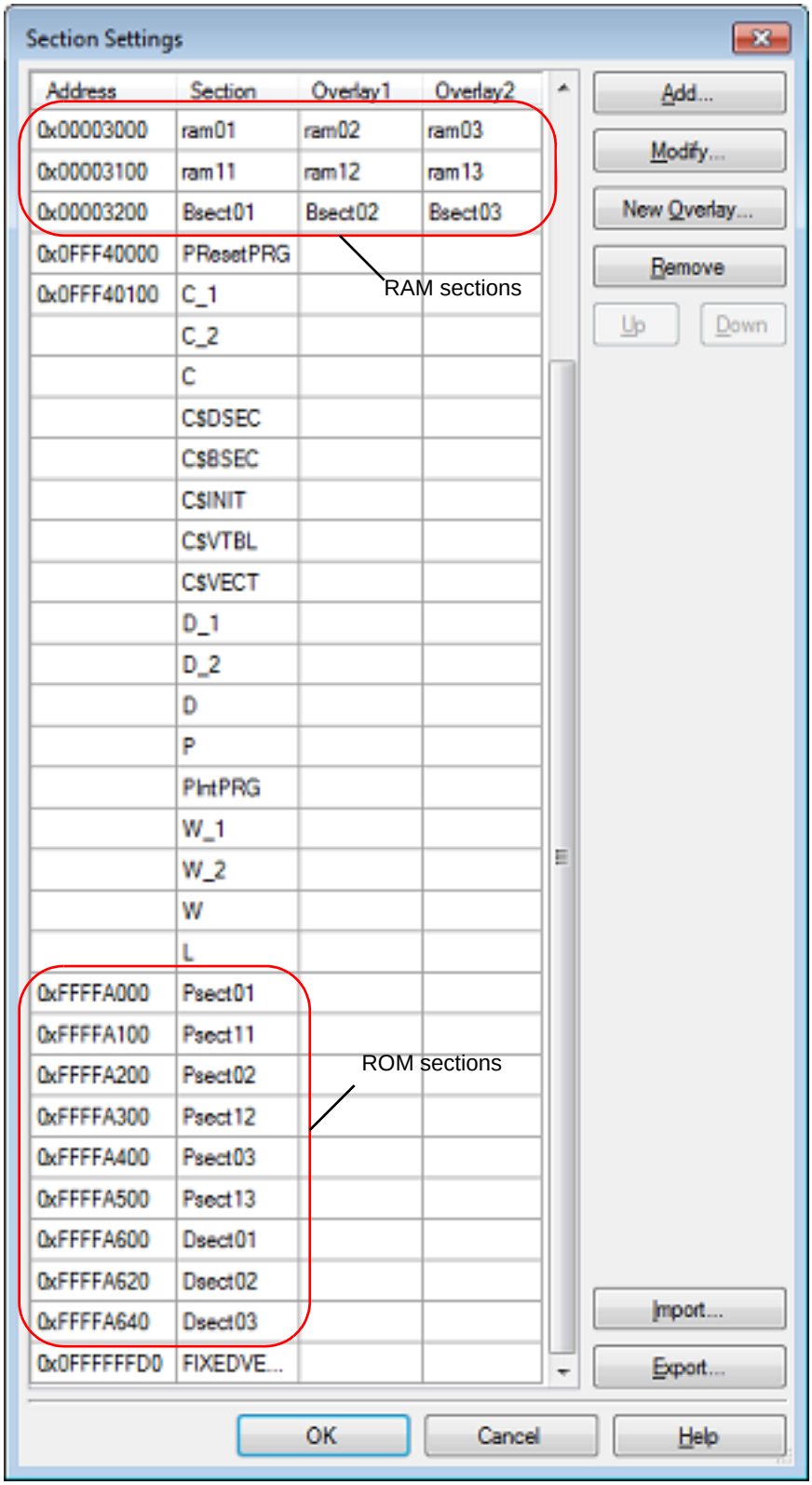
Figure 2.53 Section Settings Dialog Box (After Overlaid Sections Are Added)



For other RAM sections, set addresses and section names in the same way.

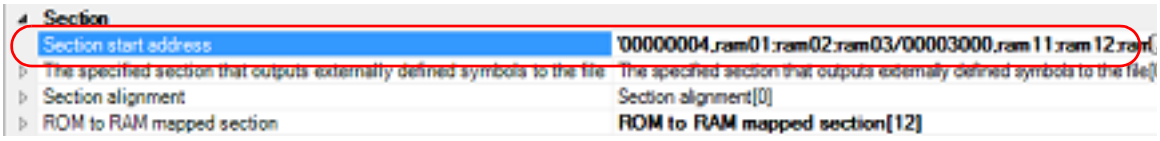
Remark Click the Address column and click the [Add...] button to open the Section Address dialog box, allowing you to add a new address.

Figure 2.54 Section Settings Dialog Box (After Multiple RAM Sections Are Added)



Click the [OK] button. The specified ROM sections and RAM sections (overlaid sections) will be displayed in the text boxes.

Figure 2.55 [Section start address] Property (After Setting Sections)



(3) Run a build of the project
Run a build of the project.
A load module file to use the overlaid section selection function is generated.

2.7 Set Hex Output Options

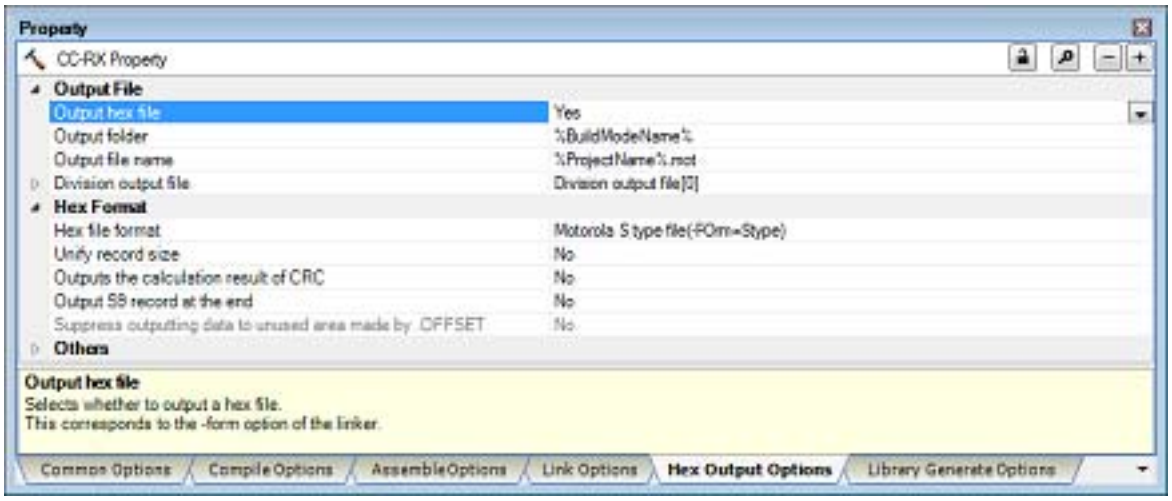
To set options for the hex output phase, select the Build tool node on the project tree and select the [Hex Output Options] tab on the Property panel.

You can set the various hex output options by setting the necessary properties in this tab.

Caution 1. This tab is not displayed for the library project.

Caution 2. This tab is displayed when [Always latest version which was installed] in the [Using compiler package version] property in the [Version Select] category from the [Common Options] tab is selected and the latest version is V2.00.00 or higher or when V2.00.00 or higher is selected in the [Using compiler package version] property.
When the version of the compiler package is V2.00.00 or lower, the properties from this tab are included in the [Convert Load Module File] category from the [Link Options] tab. See "Property panel" in "A. WINDOW REFERENCE" for details.

Figure 2.56 Property Panel: [Hex Output Options] Tab



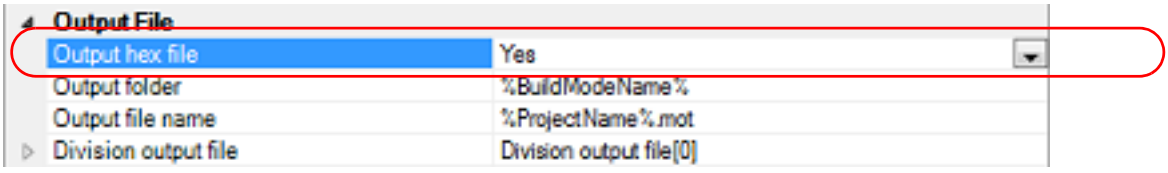
Remark Often used options have been gathered under the [Frequently Used Options(for Hex Output)] category on the [Common Options] tab.

2.7.1 Set the output of a hex file

Select the build tool node on the project tree and select the [Hex Output Options] tab on the Property panel.

(1) Set the output of a hex file
The setting to output a hex file is made with the [Output hex file] property in the [Output File] category.
To output a hex file, select [Yes], to not output a hex file, select [No].

Figure 2.57 [Output hex file] Property



When outputting a hex file, you can set the output folder and output file name.

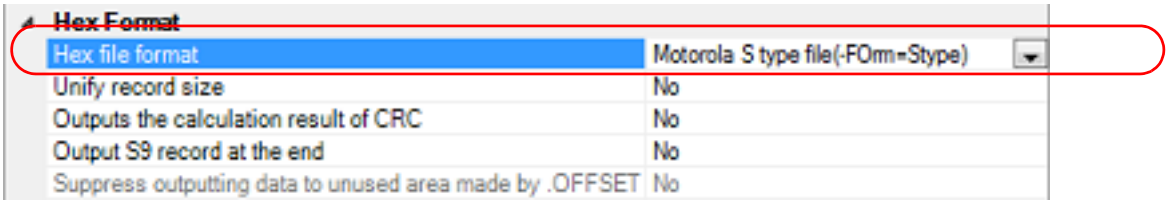
(a) Set the output folder
Setting the output folder is made with the [Output folder] property by directly entering to the text box or by the [...] button.
Up to 247 characters can be specified in the text box.
This property supports the following placeholder.
%ActiveProjectDir%: Replaces with the absolute path of the active project folder.
%ActiveProjectName%: Replaces with the active project name.
%BuildModeName%: Replaces with the build mode name.

%MainProjectDir%: Replaces with the absolute path of the main project folder.
%MainProjectName%: Replaces with the main project name.
%MicomToolPath%: Replaces with the absolute path of the install folder of this product.
%ProjectDir%: Replaces with the absolute path of the project folder.
%ProjectName%: Replaces with the project name.
%TempDir%: Replaces with the absolute path of the temporary folder.
%WinDir%: Replaces with the absolute path of the Windows system folder.
"%BuildModeName%" is set by default.

(b) Set the output file name
Setting the output file is made with the [Output file name] property by directly entering to the text box.
Up to 259 characters can be specified in the text box.
This property supports the following placeholders.
%ActiveProjectName%: Replaces with the active project name.
%MainProjectName%: Replaces with the main project name.
%ProjectName%: Replaces with the project name.
"%ProjectName%.mot" is set by default.

(2) Set the hex file format
Select the format in the [Hex file format] property in the [Hex Format] category.

Figure 2.58 [Hex file format] Property



You can select any of the formats below.

Format	Configuration
Intel HEX file(-FOrm=Hexadecimal)	Outputs an Intel HEX file.
Motorola S-record file(-FOrm=Stype)	Outputs a Motorola S-record file.
Binary file(-FOrm=Binary)	Outputs a binary file.

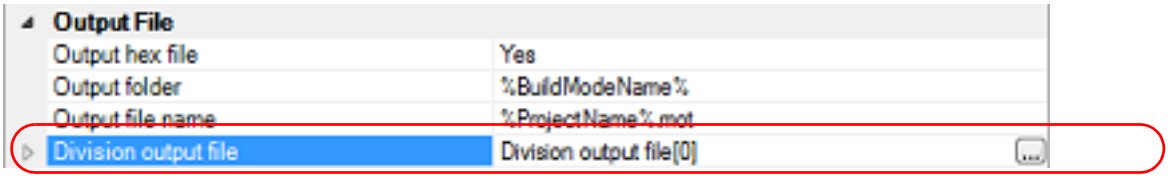
Remark See "CC-RX Compiler User's Manual" for details about the Intel Hex file and Motorola S-record file.

2.7.2 Fill the vacant area

Select the build tool node on the project tree and select the [Hex Output Options] tab on the Property panel.

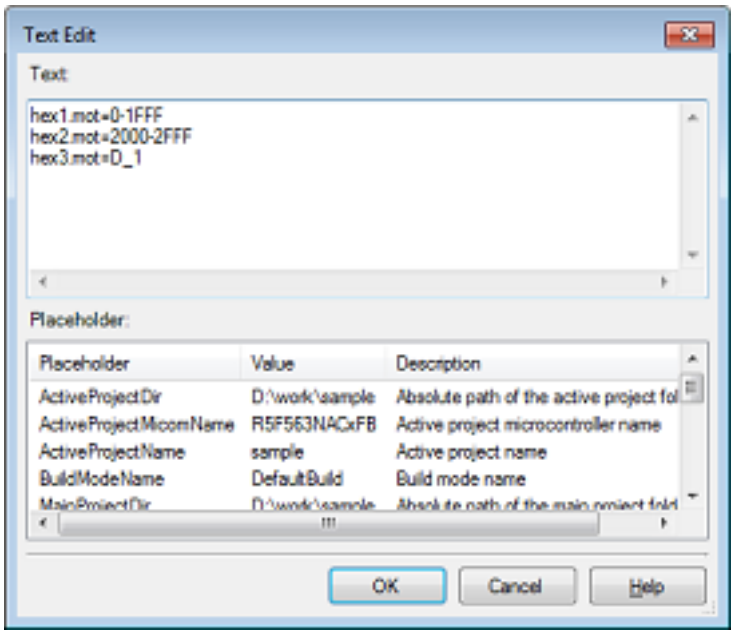
(1) Set the hex file output range
The setting of the hex file output range is made with the [Division output file] property in the [Output File] category.

Figure 2.59 [Division output file] Property



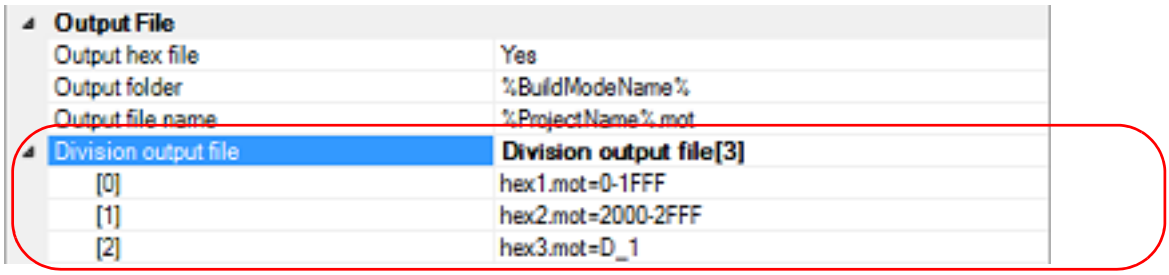
If you click the [...] button, the Text Edit dialog box will open.

Figure 2.60 Text Edit Dialog Box



Specify the division output file name in [Text] in the format of "*file name=start address-end address*" (*start address*, *end address*: The start address and end address of the output range) or "*file name=section name*" (*section name*: The name of the output section), with one file name per line.
If multiple section names are specified, delimit them with a colon as in "*file name=section name*:*section name*".
Specify the start address and end address in hexadecimal.
You can specify up to 259 characters per line, up to 65535 lines.
If you click the [OK] button, the entered division output file names are displayed as subproperties.

Figure 2.61 [Division output file] Property (After Setting Division Output File Names)

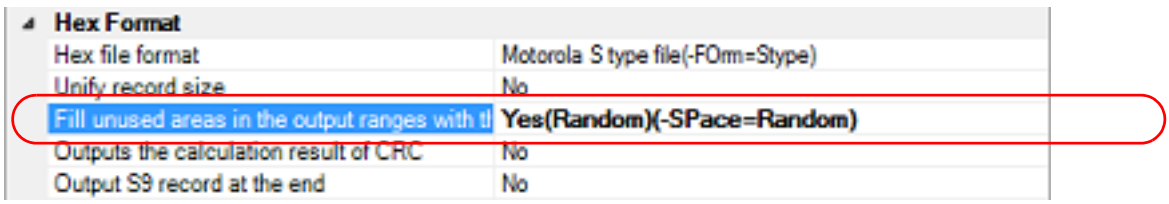


To change the division output file names, you can use the [...] button or enter them directly in the text box of the subproperty.

(2) Set the method for filling the vacant area
Set the method for filling the vacant area in the output range.

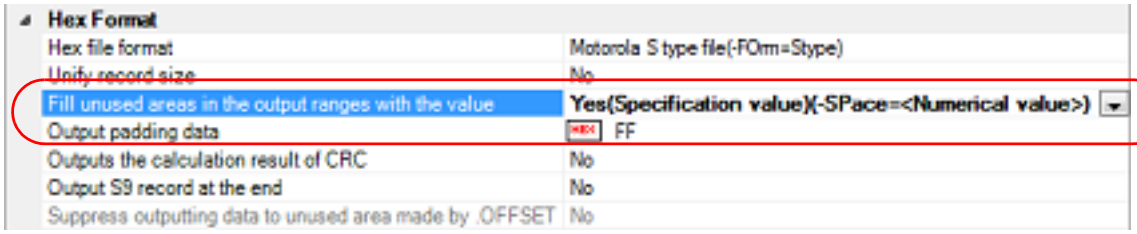
(a) Fill the vacant area with random numbers
Select [Yes(Random)(-SPace=Random)] in the [Fill unused areas in the output ranges with the value] property in the [Hex Format] category.

Figure 2.62 [Fill unused areas in the output ranges with the value] Property



(b) Specify data to fill the vacant area
Select [Yes(Specification value)(-SPace=<Numerical value>)] in the [Fill unused areas in the output ranges with the value] property in the [Hex Format] category. The [Output padding data] property will be displayed.

Figure 2.63 [Fill unused areas in the output ranges with the value] and [Output padding data] Property



Enter the fill value for the vacant area directly in the text box.
The range that can be specified for the value is 0 to FFFFFFFF (hexadecimal number).
"FF" is set by default.

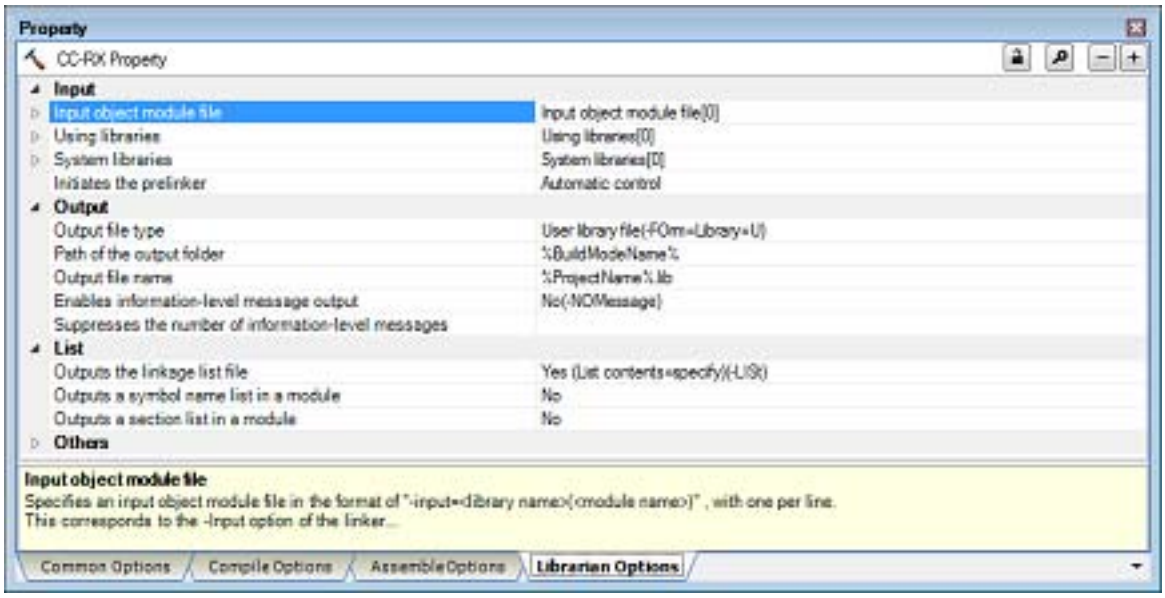
2.8 Set Librarian Options

To set options for the link phase, select the Build tool node on the project tree and select the [Librarian Options] tab on the Property panel.

You can set the various librarian options by setting the necessary properties in this tab.

Caution This tab is not displayed for the application project.

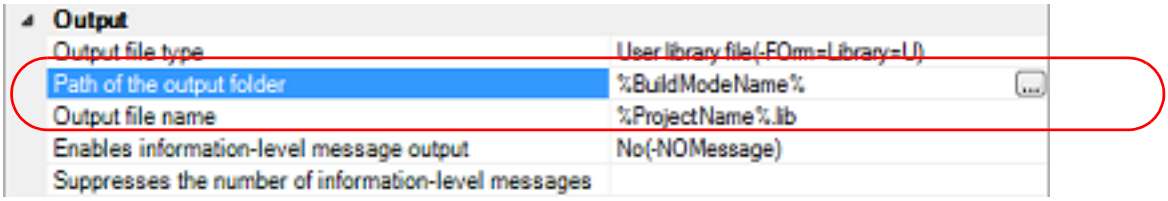
Figure 2.64 Property Panel: [Librarian Options] Tab



2.8.1 Set the output of a library file

Select the build tool node on the project tree and select the [Librarian Options] tab on the Property panel.
The setting to output a library file is made with the [Output] category.

Figure 2.65 [Output] Category



(1) Set the output folder

Setting the output folder is made with the [Path of the output folder] property by directly entering to the text box or by the [...] button.
Up to 247 characters can be specified in the text box.
This property supports the following placeholder.

%ActiveProjectDir%: Replaces with the absolute path of the active project folder.
%ActiveProjectName%: Replaces with the active project name.
%BuildModeName%: Replaces with the build mode name.
%MainProjectDir%: Replaces with the absolute path of the main project folder.
%MainProjectName%: Replaces with the main project name.
%MicomToolPath%: Replaces with the absolute path of the install folder of this product.
%ProjectDir%: Replaces with the absolute path of the project folder.
%ProjectName%: Replaces with the project name.
%TempDir%: Replaces with the absolute path of the temporary folder.
%WinDir%: Replaces with the absolute path of the Windows system folder.

"%BuildModeName%" is set by default.

(2) Set the output file name
Setting the output file is made with the [Output file name] property by directly entering to the text box.
Up to 259 characters can be specified in the text box.
This property supports the following placeholders.

%ActiveProjectName%: Replaces with the active project name.
%MainProjectName%: Replaces with the main project name.
%ProjectName%: Replaces with the project name.

"%ProjectName%.lib" is set by default.

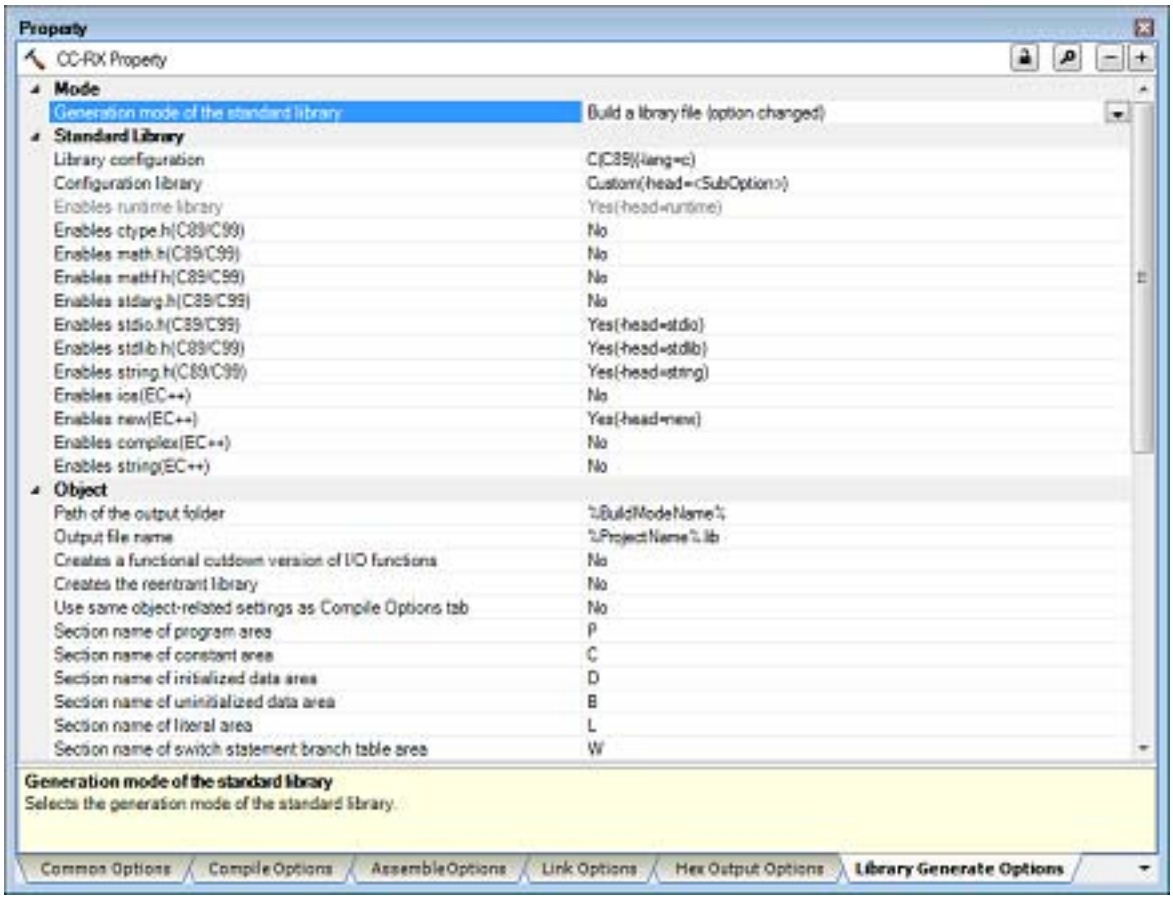
2.9 Set Library Generate Options

To set options for the library generator, select the Build tool node on the project tree and select the [Library Generate Options] tab on the Property panel.

You can set the various create library options by setting the necessary properties in this tab.

Caution This tab is not displayed for the library project.

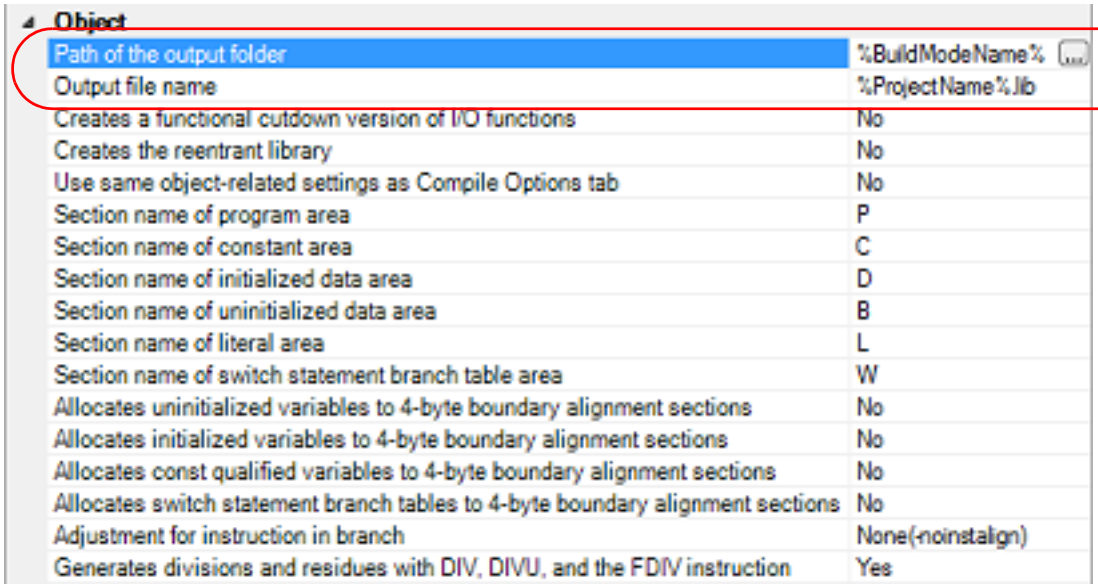
Figure 2.66 Property Panel: [Library Generate Options] Tab



2.9.1 Set the output of a standard library file

Select the build tool node on the project tree and select the [Library Generate Options] tab on the Property panel.
The setting to output a standard library file is made with the [Object] category.

Figure 2.67 [Object] Category



(1) Set the output folder
Setting the output folder is made with the [Path of the output folder] property by directly entering to the text box or by the [...] button.
Up to 247 characters can be specified in the text box.
This property supports the following placeholder.

%ActiveProjectDir%: Replaces with the absolute path of the active project folder.
%ActiveProjectName%: Replaces with the active project name.
%BuildModeName%: Replaces with the build mode name.
%MainProjectDir%: Replaces with the absolute path of the main project folder.
%MainProjectName%: Replaces with the main project name.
%MicomToolPath%: Replaces with the absolute path of the install folder of this product.
%ProjectDir%: Replaces with the absolute path of the project folder.
%ProjectName%: Replaces with the project name.
%TempDir%: Replaces with the absolute path of the temporary folder.
%WinDir%: Replaces with the absolute path of the Windows system folder.

"%BuildModeName%" is set by default.

(2) Set the output file name
Setting the output file is made with the [Output file name] property by directly entering to the text box.
Up to 259 characters can be specified in the text box.
This property supports the following placeholders.

%ActiveProjectName%: Replaces with the active project name.
%MainProjectName%: Replaces with the main project name.
%ProjectName%: Replaces with the project name.

"%ProjectName%.hex" is set by default.

2.10 Preparation before Using the PIC/PID Function

In the PIC/PID function, a program whose code or data in the ROM has been converted into PIC or PID is called an application, and the program necessary to execute an application is called the master.

When the application and master are built, the option settings related to the PIC/PID function should be matched between the objects that compose the application and master.

The procedure for setting build options for the application and master is given below.

Remark For details on the PIC/PID function, possible combinations of options, and how to create a startup program for the application or master, see "CC-RX Compiler User's Manual".

(1) Setting build options

Build options related to the PIC/PID function can be set in the Project Tree panel. Select the build tool node for the master or application and set options in the [PIC/PID] category on the [Common Options] tab of the Property panel.

Figure 2.68 [PIC/PID] Category

(a) Setting build options for the master

Select [No] for the [Enables the PIC function] property (default).
Select [No] for the [Enables the PID function] property (default).
Select [Yes] for the [Uses the PID register for code generation] property (default).

(b) Setting build options for the application

Select [Yes(-pic)] for the [Enables the PIC function] property.
Select [The maximum bit width of the offset: 16 bits) (-pid=16)] or [Yes (The maximum bit width of the offset: No limitation) (-pid=32)] for the [Enables the PID function] property.

2.11 Set Build Options Separately

Build options are set at the project or file level.

- Project level: See "2.11.1 Set build options at the project level"
- File level: See "2.11.2 Set build options at the file level"

2.11.1 Set build options at the project level

To set options for build options for a project (main project or subproject), select the Build tool node on the project tree to display the Property panel.
Select the component tabs, and set build options by setting the necessary properties.
Compile phase: [Compile Options] tab
Assemble phase: [Assemble Options] tab
Link phase (For the application project): [Link Options] tab
Hex output phase: [Hex Output Options] tab
Link phase (For the library project): [Librarian Options] tab
Library Generate phase: [Library Generate Options] tab

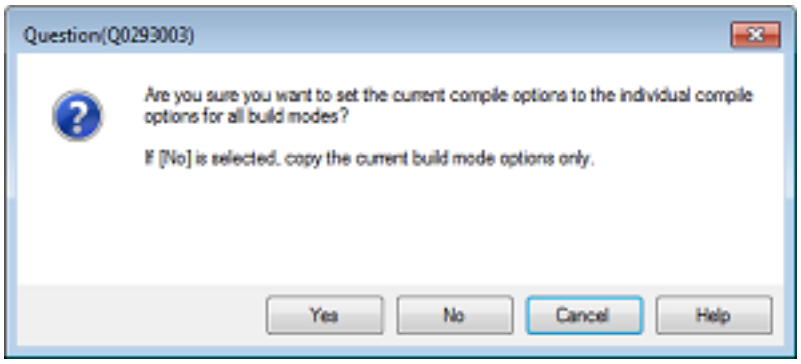
2.11.2 Set build options at the file level

You can individually set compile and assemble options for each source file added to the project.

(1) When setting compile options for a C source file
Select a C source file on the project tree and select the [Build Settings] tab on the Property panel. In the [Build] category, if you select [Yes] on the [Set individual compile option] property, the Message Dialog Box is displayed.

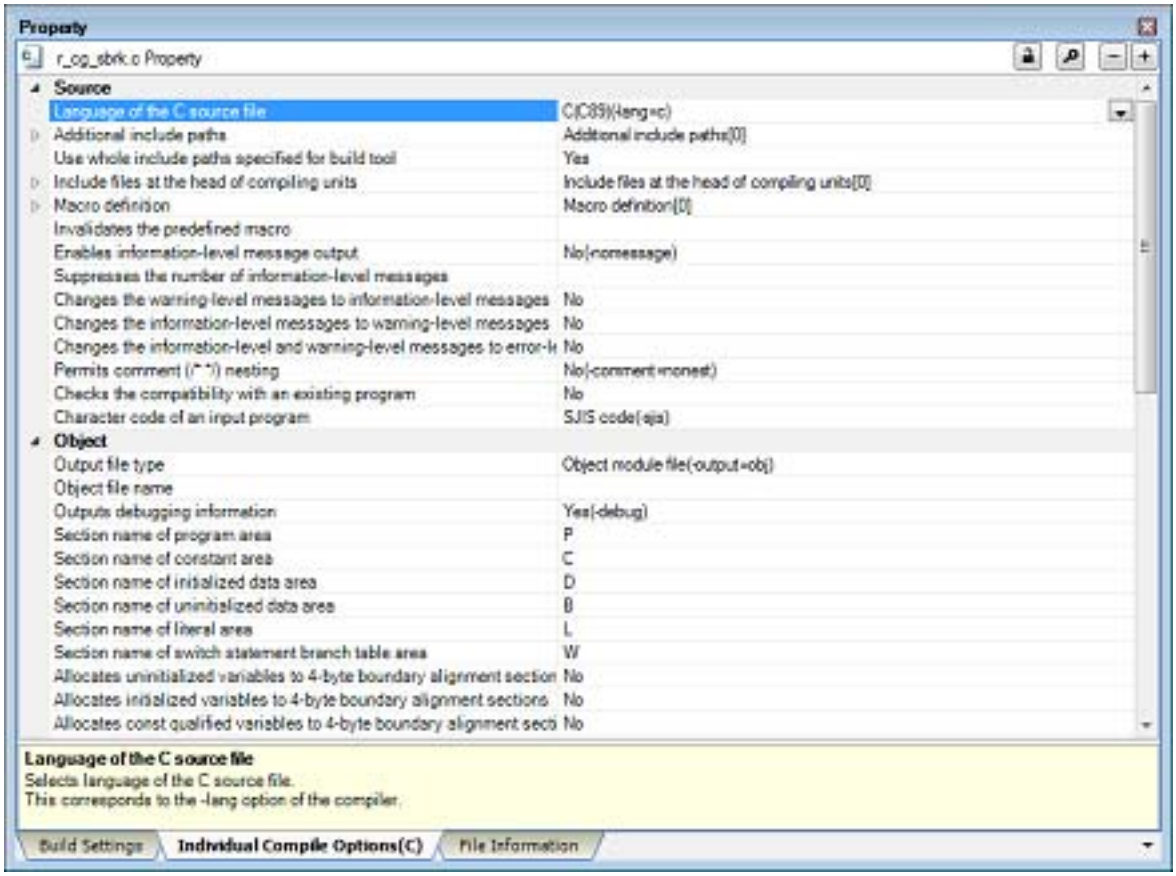
Figure 2.69 [Set individual compile option] Property

Figure 2.70 Message Dialog Box


Question(Q0293003)
Are you sure you want to set the current compile options to the individual compile options for all build modes?
If [No] is selected, copy the current build mode options only.
Yes
No
Cancel
Help

If you click the [Yes] button in the dialog box, the [Individual Compile Options(C)] tab will be displayed.

Figure 2.71 Property Panel: [Individual Compile Options(C)] Tab

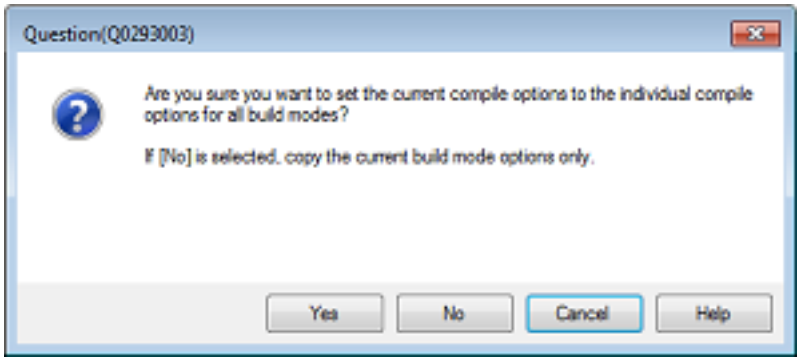


You can set compile options for the C source file by setting the necessary properties in this tab. Note that this tab takes over the settings of the [Compile Options] tab by default.

(2) When setting compile options for a C++ source file
Select a C++ source file on the project tree and select the [Build Settings] tab on the Property panel. In the [Build] category, if you select [Yes] on the [Set individual compile option] property, the Message Dialog Box is displayed.

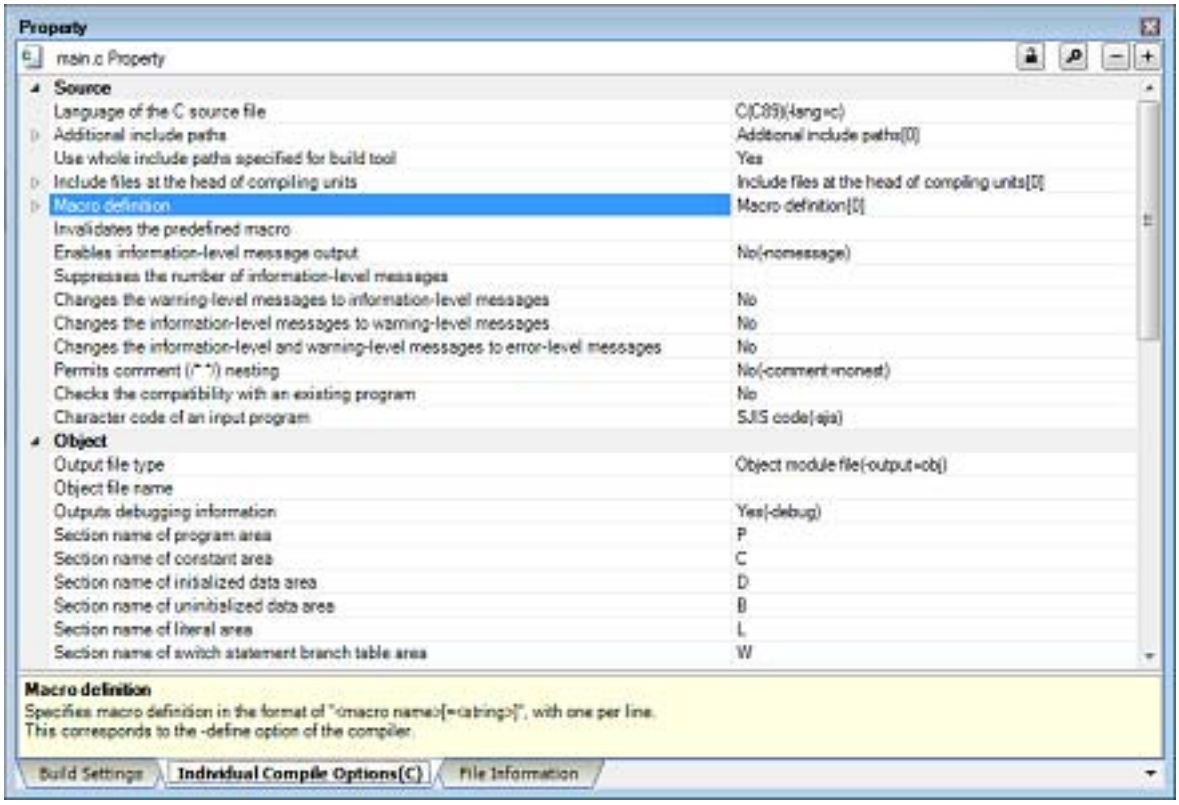
Figure 2.72 [Set individual compile option] Property

Figure 2.73 Message Dialog Box


Question(Q0293003)
Are you sure you want to set the current compile options to the individual compile options for all build modes?
If [No] is selected, copy the current build mode options only.
Yes
No
Cancel
Help

If you click the [Yes] button in the dialog box, the [Individual Compile Options(C++)] tab will be displayed.

Figure 2.74 Property Panel: [Individual Compile Options(C++)] Tab



You can set compile options for the C++ source file by setting the necessary properties in this tab. Note that this tab takes over the settings of the [Compile Options] tab by default.

(3) When setting assemble options for an assembler source file
Select an assembler source file on the project tree and select the [Build Settings] tab on the Property panel. In the [Build] category, if you select [Yes] on the [Set individual assemble option] property, the Message Dialog Box is displayed.

Figure 2.75 [Set individual assemble option] Property

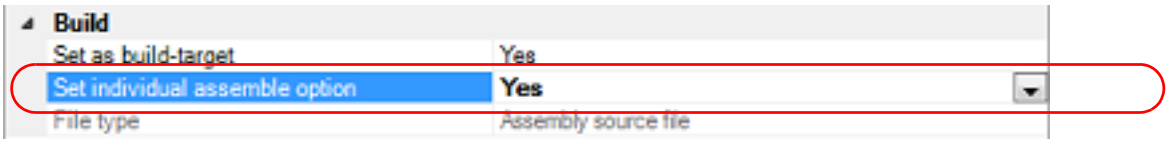
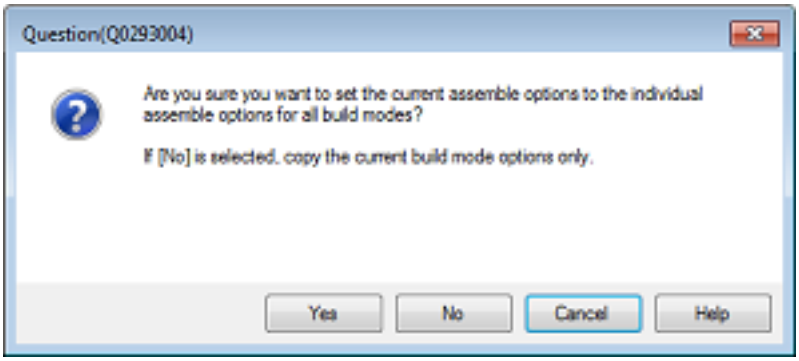
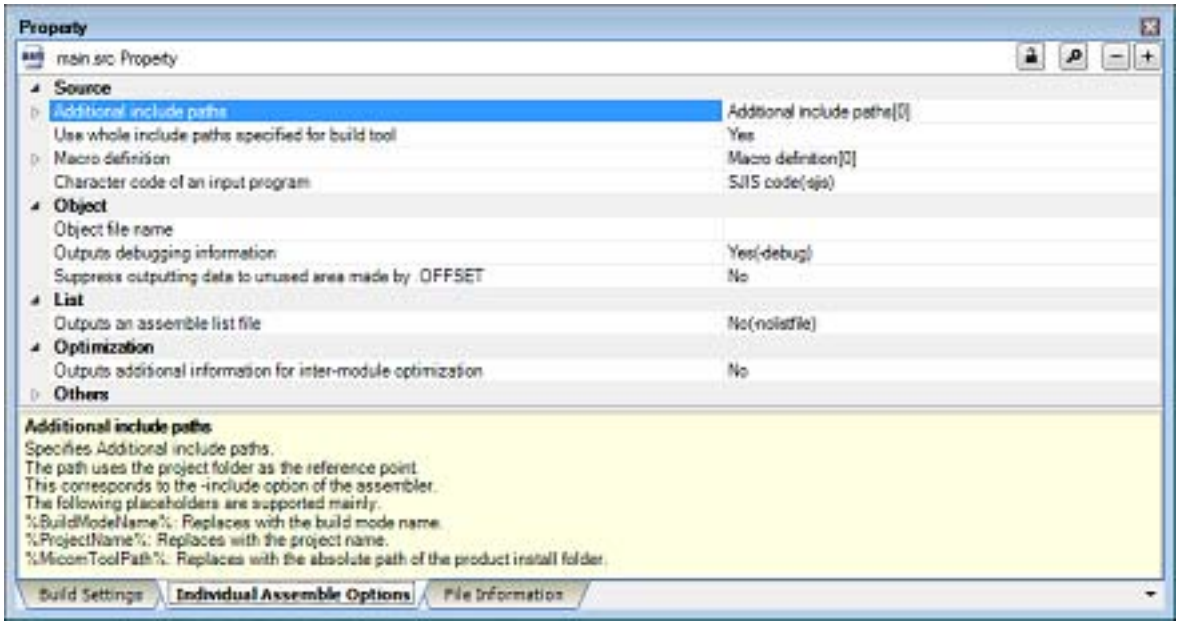


Figure 2.76 Message Dialog Box


Question(Q0293004)
Are you sure you want to set the current assemble options to the individual assemble options for all build modes?
If [No] is selected, copy the current build mode options only.
Yes
No
Cancel
Help

If you click the [Yes] button in the dialog box, the [Individual Assemble Options] tab will be displayed.

Figure 2.77 Property Panel: [Individual Assemble Options] Tab



You can set assemble options for the assembler source file by setting the necessary properties in this tab. Note that this tab takes over the settings of the [Assemble Options] tab by default.

2.12 Estimate the Stack Capacity

To estimate the stack capacity, use Call Walker.

Call Walker performs a static analysis, and displays the symbols and their callers in a tree format, as well as stack information for each symbol (symbol name, attribute, address, size, stack size, and file name) in list format.

To start Call Walker, select [Tool] menu >> [Startup Stack Usage Tracer].

To exit from Call Walker, select Call Walker [File] menu >> [Exit].

See Call Walker [Help] menu >> [Help Topics] for Call Walker operations.

A. WINDOW REFERENCE

This appendix explains panels/dialog boxes used in the build tool.

A.1 Description

The following lists the panels/dialog boxes used in the build tool.

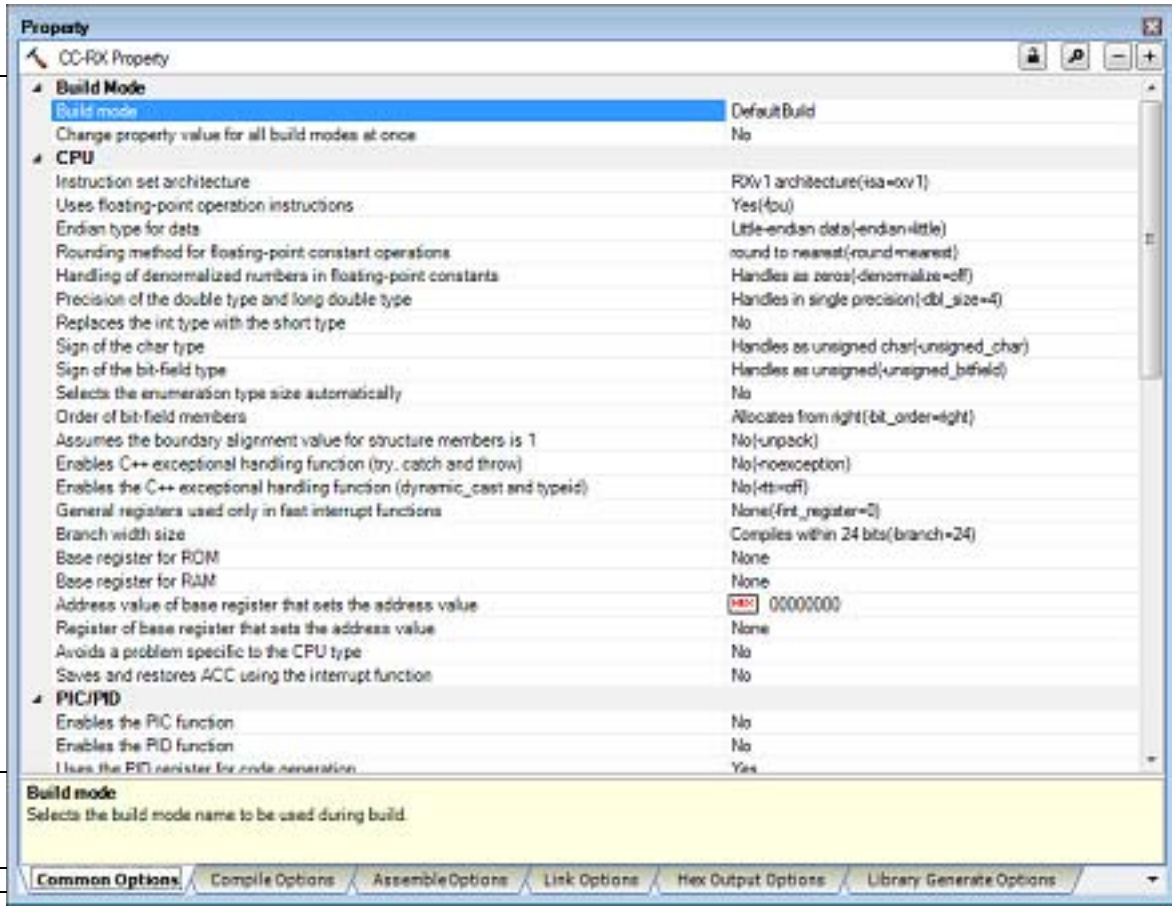
Table A.1 List of Panels/Dialog Boxes

Panel/Dialog Box Name	Function Description
Property panel	This panel is used to display the detailed information on the Build tool node or file that is selected on the Project Tree panel and change the settings of the information.
System Include Path Order dialog box	This dialog box is used to refer the system include paths specified for the compiler and set their specified sequence.
Specify Rule Number dialog box	This dialog box is used to select the number of the MISRA-C rule and set it to the area that this dialog box is called from.
Section Settings dialog box	This dialog box is used to add, modify, or delete sections.
Add Section dialog box Modify Section dialog box Add Overlay dialog box	These dialog boxes are used to set a section name when adding, modifying, or overlaying a section, respectively.
Section Address dialog box	This dialog box is used to set an address when adding or modifying a section.
Unassigned Section dialog box	This dialog box is used to delete sections.
Specify The Predefined Macro dialog box	This dialog box is used to select the predefined macros to disable and set it to the area that this dialog box is called from.

Property panel

This panel is used to display the detailed information on the Build tool node or file that is selected on the Project Tree panel by every category and change the settings of the information.

Figure A.1 Property Panel



The following items are explained here.

- [How to open]
- [Description of each area]
- [[Edit] menu (only available for the Property panel)]
- [Context menu]

[How to open]

- On the Project Tree panel, select the Build tool node or file and then select [Property] from the [View] menu or [Property] from the context menu.

Remark When either one of the Build tool node or file on the Project Tree panel is selected while the Property panel has been opened, the detailed information of the selected item is displayed.

[Description of each area]

(1) Detailed information display/change area
In this area, the detailed information on the Build tool node or file that is selected on the Project Tree panel is displayed by every category in the list. And the settings of the information can be changed directly.
Mark ◢ indicates that all the items in the category are expanded. Mark ▷ indicates that all the items are collapsed. You can expand/collapse the items by clicking these marks or double clicking the category name.

Mark HEX indicates that only a hexadecimal number is allowed to input in the text box.
See the section on each tab for the details of the display/setting in the category and its contents.

(2) Tab selection area
Categories for the display of the detailed information are changed by selecting a tab.
In this panel, the following tabs are contained (see the section on each tab for the details of the display/setting on the tab).

Remark When multiple components are selected on the Project Tree panel, only the tab that is common to all the components is displayed.
If the value of the property is modified, that is taken effect to the selected components all of which are common to all.

(a) When the Build tool node is selected on the Project Tree panel

- [Common Options] tab
- [Compile Options] tab
- [Assemble Options] tab
- [Link Options] tab
- [Hex Output Options] tab
- [Librarian Options] tab
- [Library Generate Options] tab

(b) When a file is selected on the Project Tree panel

- [Build Settings] tab (for C source file, assembly source file, object file, and library file)
- [Individual Compile Options(C)] tab (for C source file)
- [Individual Compile Options(C++)] tab (for C++ source file)
- [Individual Assemble Options] tab (for assembly source file)
- [File Information] tab[Note]

Note See "CS+ Integrated Development Environment User's Manual: Project Operation" for details about the [File Information] tab.

[[Edit] menu (only available for the Property panel)]

Undo	Cancels the previous edit operation of the value of the property.
Cut	While editing the value of the property, cuts the selected characters and copies them to the clipboard.
Copy	Copies the selected characters of the property to the clipboard.
Paste	While editing the value of the property, inserts the contents of the clipboard.
Delete	While editing the value of the property, deletes the selected characters.
Select All	While editing the value of the property, selects all the characters of the selected property.

[Context menu]

Undo	Cancels the previous edit operation of the value of the property.
Cut	While editing the value of the property, cuts the selected characters and copies them to the clipboard.
Copy	Copies the selected characters of the property to the clipboard.
Paste	While editing the value of the property, inserts the contents of the clipboard.

Delete	While editing the value of the property, deletes the selected characters.
Select All	While editing the value of the property, selects all the characters of the selected property.
Reset to Default	Restores the configuration of the selected item to the default configuration of the project. For the [Individual Compile Options(C)] tab, [Individual Compile Options(C++)] tab, and [Individual Assemble Options] tab, restores to the configuration of the general option.
Reset All to Default	Restores all the configuration of the current tab to the default configuration of the project. For the [Individual Compile Options(C)] tab, [Individual Compile Options(C++)] tab, and [Individual Assemble Options] tab, restores to the configuration of the general option.

[Common Options] tab

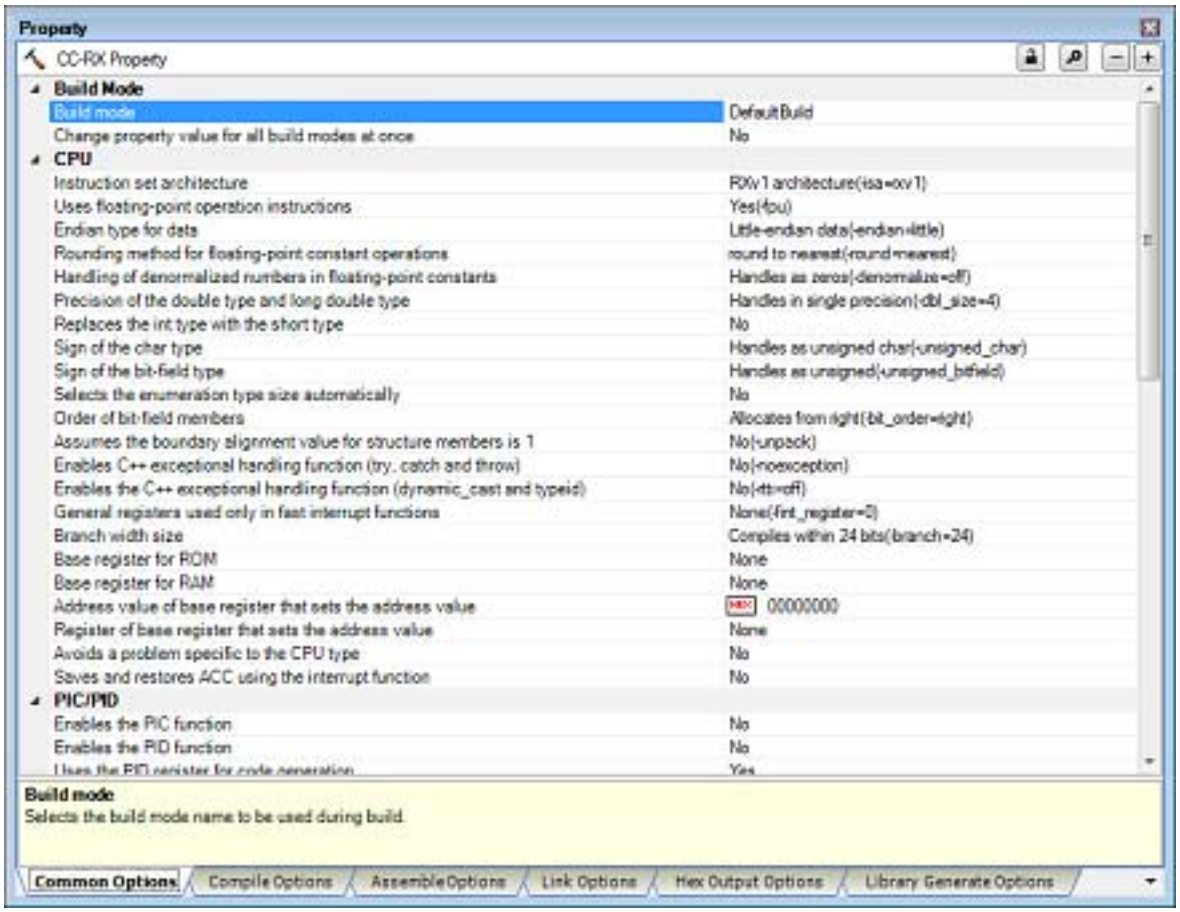
This tab shows the detailed information on the build tool categorized by the following and the configuration can be changed.

(1) [Build Mode]
(2) [CPU]
(3) [PIC/PID]
(4) [Output File Type and Path]
(5) [Frequently Used Options(for Compile)]
(6) [Frequently Used Options(for Assemble)]
(7) [Frequently Used Options(for Link)]
(8) [Frequently Used Options(for Hex Output)]
(9) [Frequently Used Options(for Librarian)]
(10) [Build Method]
(11) [Version Select]
(12) [Notes]
(13) [Others]

Remark If the property in the [Frequently Used Options] category is changed, the value of the property having the same name contained in the corresponding tab will be changed accordingly.

Category from [Common Options] Tab	Corresponding Tab
[Frequently Used Options(for Compile)] category	[Compile Options] tab
[Frequently Used Options(for Assemble)] category	[Assemble Options] tab
[Frequently Used Options(for Link)] category	[Link Options] tab
[Frequently Used Options(for Hex Output)] category	[Hex Output Options] tab
[Frequently Used Options(for Librarian)] category	[Librarian Options] tab

Figure A.2 Property Panel: [Common options] Tab



Remark This figure is the image when the version of the compiler package is V2.01.00 or higher.

[Description of each category]

(1) [Build Mode]
The detailed information on the build mode is displayed and the configuration can be changed.

Build mode	Selects the build mode to be used during build. Note that this property is not applied to [Reset All to Default] from the context menu.		
	Default	DefaultBuild	
	How to change	Select from the drop-down list.	
	Restriction	DefaultBuild	Builds with the default build mode that is set when a new project is created.
		Build mode that is added to the project (other than Default-Build)	Builds with the build mode that is added to the project (other than DefaultBuild).

Change property value for all build modes at once	Selects whether to reflect the value newly set to all build modes when a value is set in this property. Be careful since the value set may not be an appropriate value for other build modes.		
	Default	No	
	How to change	Select from the drop-down list.	
	Restriction	Yes	Reflects the value newly set to all build modes when a value is set in this property.
		No	Does not reflect the value newly set to all build modes when a value is set in this property.

(2) [CPU]
The detailed information on the CPU is displayed and the configuration can be changed.

Instruction-set architecture	Selects the instruction-set architecture. This corresponds to the -isa option of the compiler and library generator, -isa option of the assembler. This property is displayed when [Always latest version which was installed] in the [Using compiler package version] property in the [Version Select] category is selected and the latest version is V2.01.00 or higher or when V2.01.00 or higher is selected in the [Using compiler package version] property.		
	Default	The default value is set by selected device on creating project.	
	How to change	Select from the drop-down list.	
	Restriction	RXv1 architecture (-isa=rxv1)	Generates an instruction code for the RXv1 architecture.
		RXv2 architecture (-isa=rxv2)	Generates an instruction code for the RXv2 architecture.
		None	It allows the Microcontroller type setting.
Microcontroller type	Selects the microcontroller type. This corresponds to the -cpu option of the compiler and library generator, -cpu option of the assembler.		
	Default	RX600 series (-cpu=rx600)	
	How to change	Select from the drop-down list.	
	Restriction	RX600 series (-cpu=rx600)	Generates an instruction code for the RX600 Series.
		RX200 or RX100 series (-cpu=rx200)	Generates an instruction code for the RX200 Series.

Uses floating-point operation instructions	Selects whether to use floating-point operation instructions. This corresponds to the -fpu and -nofpu option of the compiler, and to the -fpu and -nofpu option of the assembler. This property is displayed when [Always latest version which was installed] in the [Using compiler package version] property in the [Version Select] category is selected and the latest version is V2.01.00 or higher or when V2.01.00 or higher is selected in the [Using compiler package version] property. When the version is V2.01.00 or lower, this property is displayed in the [Compile Options] tab.		
	Default	- When [None] in the [Instruction-set architecture] property is selected: Depends on the Microcontroller type option - Other than above: The peculiar value for the target device	
	How to change	Select from the drop-down list.	
	Restriction	Depends on the Micro-controller type option	Depends on the Microcontroller type option. This item is not available when other than [None] in the [Instruction-set architecture] property is selected.
		Yes (-fpu)	Outputs an object that uses FPU instructions. This item is not available when [RX200 series (-cpu=rx200)] in the [Microcontroller type] property is selected.
		No (-nofpu)	Outputs an object that does not use FPU instructions.
Endian type for data	Selects endian type for data. This corresponds to the -endian option of the compiler and library generator, -endian option of assembler.		
	Default	Little-endian data (-endian=little)	
	How to change	Select from the drop-down list.	
	Restriction	Big-endian data (-endian=big)	Arranges data bytes in big endian.
		Little-endian data (-endian=little)	Arranges data bytes in little endian.
Rounding method for floating-point constant operations	Selects rounding method for floating-point constant operations. This option does not affect the method of rounding for floating-point operations during program execution. This corresponds to the -round option of the compiler and library generator.		
	Default	round to nearest (-round=nearest)	
	How to change	Select from the drop-down list.	
	Restriction	round to zero (-round=zero)	Rounds values to zero.
		round to nearest (-round=nearest)	Rounds values to the nearest value.

Handling of denormalized numbers in floating-point constants	Selects handling of denormalized numbers in floating-point constants. This option does not affect the method of rounding for floating-point operations during program execution. This corresponds to the -denormalize option of the compiler and library generator.		
	Default	Handles as zeros (-denormalize=off)	
	How to change	Select from the drop-down list.	
	Restriction	Handles as zeros (-denormalize=off)	Handles denormalized numbers as zero.
		Handles as they are (-denormalize=on)	Handles denormalized numbers as they are.
Precision of the double type and long double type	Selects precision of the double type and long double type. This corresponds to the -dbl_size option of the compiler and library generator.		
	Default	Handles in single precision (-dbl_size=4)	
	How to change	Select from the drop-down list.	
	Restriction	Handles in single precision (-dbl_size=4)	Handles the double type and long double type in single precision.
		Handles in double precision (-dbl_size=8)	Handles the double type and long double type in double precision.
Replaces the int type with the short type	Selects whether to replace the int type with the short type. This corresponds to the -int_to_short option of the compiler and library generator.		
	Default	No	
	How to change	Select from the drop-down list.	
	Restriction	Yes (-int_to_short)	Replaces the int type with the short type and the unsigned int type with the unsigned short type.
		No	Does not replace the int type with the short type and the unsigned int type with the unsigned short type.
Sign of the char type	Selects sign of the char type with no sign specification. This corresponds to the -signed_char and -unsigned_char options of the compiler and library generator.		
	Default	Handles as unsigned char (-unsigned_char)	
	How to change	Select from the drop-down list.	
	Restriction	Handles as signed char (-signed_char)	Handles the char type as signed char.
		Handles as unsigned char (-unsigned_char)	Handles the char type as unsigned char.

Sign of the bit-field type	Selects sign of the bit-field type with no sign specification. This corresponds to the -signed_bitfield and -unsigned_bitfield options of the compiler and library generator.		
	Default	Handles as unsigned (-unsigned_bitfield)	
	How to change	Select from the drop-down list.	
	Restriction	Handles as signed (-signed_bitfield)	Handles the sign of a bit-field as signed.
		Handles as unsigned (-unsigned_bitfield)	Handles the sign of a bit-field as unsigned.
Selects the enumeration type size automatically	Selects whether to automatically selects the enumeration type size. This corresponds to the -auto_enum option of the compiler and library generator.		
	Default	No	
	How to change	Select from the drop-down list.	
	Restriction	Yes (-auto_enum)	Processes the enumerated data qualified by enum as the minimum data type with which the enumeration value can fit in.
		No	Processes the enumeration type size as the signed long type.
Order of bit-field members	Selects order of bit-field members. This corresponds to the -bit_order option of the compiler and library generator.		
	Default	Allocates from right (-bit_order=right)	
	How to change	Select from the drop-down list.	
	Restriction	Allocates from left (-bit_order=left)	Allocates members from the upper bit.
		Allocates from right (-bit_order=right)	Allocates members from the lower bit.
Assumes the boundary alignment value for structure members is 1	Selects whether to assume the boundary alignment value for structure members is 1. This corresponds to the -pack and -unpack options of the compiler and library generator.		
	Default	No (-unpack)	
	How to change	Select from the drop-down list.	
	Restriction	Yes (-pack)	Assumes the boundary alignment value for structure members is 1.
		No (-unpack)	Follows the boundary alignment.

Enables C++ exceptional handling function (try, catch and throw)	Selects whether to enable C++ exceptional handling function (try, catch and throw). This corresponds to the -exception and -noexception options of the compiler and library generator.		
	Default	No (-noexception)	
	How to change	Select from the drop-down list.	
	Restriction	Yes (-exception)	Enables the exception handling function.
		No (-noexception)	Disables the exception handling function.
Enables the C++ exceptional handling function (dynamic_cast and typeid)	Selects whether to enable the C++ exceptional handling function (dynamic_cast and typeid). This corresponds to the -rtti option of the compiler and library generator.		
	Default	No (-rtti=off)	
	How to change	Select from the drop-down list.	
	Restriction	Yes (-rtti=on)	Enables dynamic_cast and typeid.
		No (-rtti=off)	Disables dynamic_cast and typeid.
General registers used only in fast interrupt functions	Selects registers used only for fast interrupts. If a register specified by this option has been specified by the -base option, an error will occur. This corresponds to the -fint_register option of the compiler and library generator, -fint_register option of the assembler.		
	Default	None (-fint_register=0)	
	How to change	Select from the drop-down list.	
	Restriction	None (-fint_register=0)	No registers are used only for fast interrupts.
		R13 (-fint_register=1)	R13 is used only for fast interrupts.
		R12, R13 (-fint_register=2)	R13 and R12 are used only for fast interrupts.
		R11 to R13 (-fint_register=3)	R13 to R11 are used only for fast interrupts.
		R10 to R13 (-fint_register=4)	R13 to R10 are used only for fast interrupts.
Branch width size	Selects branch width size. This corresponds to the -branch option of the compiler and library generator.		
	Default	Compiles within 24 bits (-branch=24)	
	How to change	Select from the drop-down list.	
	Restriction	Compiles within 16 bits (-branch=16)	Compiles the program with a branch width within 16 bits.
		Compiles within 24 bits (-branch=24)	Compiles the program with a branch width within 24 bits.
		No specified (-branch=32)	Does not specify the branch width.

Base register for ROM	Specifies the general register used as a fixed base address throughout the program. When "base=rom=*register A*" is specified, accesses to const variables are all performed relative to the specified "*register A*". Note that the total size of the constant area section must be within 64 Kbytes to 256 Kbytes. This corresponds to the -base option of the compiler and library generator, -base option of the assembler. This property is displayed only when [No] in the [Enables the PID function] property in the [PIC/PID] category is selected.		
	Default	None	
	How to change	Select from the drop-down list.	
	Restriction	None	Does not specify the base register for ROM.
		R8 (-base=rom=R8)	Specifies R8 as the base register for ROM.
		R9 (-base=rom=R9)	Specifies R9 as the base register for ROM.
		R10 (-base=rom=R10)	Specifies R10 as the base register for ROM.
		R11 (-base=rom=R11)	Specifies R11 as the base register for ROM.
		R12 (-base=rom=R12)	Specifies R12 as the base register for ROM.
		R13 (-base=rom=R13)	Specifies R13 as the base register for ROM.

Base register for RAM	Specifies the general register used as a fixed base address throughout the program. When "base=ram=*register B*" is specified, accesses to initialized variables and uninitialized variables are all performed relative to the specified "*register B*". Note that the total RAM data size must be within 64 Kbytes to 256 Kbytes. This corresponds to the -base option of the compiler and library generator, -base option of the assembler.		
	Default	None	
	How to change	Select from the drop-down list.	
	Restriction	None	Does not specify the base register for RAM.
		R8 (-base=ram=R8)	Specifies R8 as the base register for RAM.
		R9 (-base=ram=R9)	Specifies R9 as the base register for RAM.
		R10 (-base=ram=R10)	Specifies R10 as the base register for RAM.
		R11 (-base=ram=R11)	Specifies R11 as the base register for RAM.
		R12 (-base=ram=R12)	Specifies R12 as the base register for RAM.
		R13 (-base=ram=R13)	Specifies R13 as the base register for RAM.
Address value of base register that sets the address value	Specifies the Address value of base register that sets the address value. This corresponds to the -base option of the compiler and library generator, -base option of the assembler.		
	Default	00000000 (hexadecimal number)	
	How to change	Directly enter in the text box.	
	Restriction	0 to FFFFFFFF (hexadecimal number)	

Register of base register that sets the address value	Specifies the general register used as a fixed base address throughout the program. When "*address value=register C*" is specified, accesses to an area within 64 Kbytes to 256 Kbytes from the address value, among the areas whose addresses are already determined at the time of compilation, are performed relative to the specified "*register C*". This corresponds to the -base option of the compiler and library generator, -base option of the assembler.		
	Default	None	
	How to change	Select from the drop-down list.	
	Restriction	None	Does not specify the base register that sets the address value.
		R8 (-base=<*address value*>=R8)	Specifies R8 as the base register that sets the address value.
		R9 (-base=<*address value*>=R9)	Specifies R9 as the base register that sets the address value.
		R10 (-base=<*address value*>=R10)	Specifies R10 as the base register that sets the address value.
		R11 (-base=<*address value*>=R11)	Specifies R11 as the base register that sets the address value.
		R12 (-base=<*address value*>=R12)	Specifies R12 as the base register that sets the address value.
		R13 (-base=<*address value*>=R13)	Specifies R13 as the base register that sets the address value.
Avoids a problem specific to the CPU type	Selects avoid a problem specific to the CPU type. This corresponds to the -patch option of the compiler and library generator, -patch option of the assembler.		
	Default	No	
	How to change	Select from the drop-down list.	
	Restriction	No	The code generated in response to the call by the intrinsic function set_ipl will contain the MVTIPL instruction.
		Yes(for RX610 Group) (-patch=rx610)	Does not use the MVTIPL instruction in the generated code.
Saves and restores ACC using the interrupt function	Selects whether to save and restore Accumulator(ACC) using the interrupt function. The generated saved and restored code is the same code generated when acc is selected in #pragma interrupt. This corresponds to the -save_acc option of the compiler and library generator.		
	Default	No	
	How to change	Select from the drop-down list.	
	Restriction	Yes (-save_acc)	Saves and restores ACC using the interrupt function.
		No	Does not save and restore ACC using the interrupt function.

(3) [PIC/PID]
The detailed information on the PIC/PID function is displayed and the configuration can be changed.

Enables the PIC function	Selects whether to enable the PIC(position independent code) function. In PIC, all function calls are performed with BSR or BRA instructions. When acquiring the address of a function, a relative address from the PC should be used. This allows PIC to be located at a desired address after linkage. This option corresponds to the -pic option of the compiler and library generator, -pic option of the assembler.		
	Default	No	
	How to change	Select from the drop-down list.	
	Restriction	Yes (-pic)	Enables the PIC function.
		No	Disables the PIC function.
Enables the PID function	Selects whether to enable the PID(position independent data) function. The constant area sections C, C_2, and C_1, the literal section L, and the switch statement branch table sections W, W_2, and W_1 are handled as PID (position independent data). PID can be accessed through a relative address from the PID register. This corresponds to the -pid option of the compiler and library generator, the -pid option of the assembler. This property is displayed only when [None] in the [Base register for ROM] property in the [CPU] category, and [Yes] in the [Uses the PID register for code generation] property is selected.		
	Default	No	
	How to change	Select from the drop-down list.	
	Restriction	Yes (The maximum bit width of the offset: 16 bits) (-pid=16)	Enables the PID function. 16-bit (64 Kbytes to 256 Kbytes) addressing mode is supported.
		Yes (The maximum bit width of the offset: No limitation) (-pid=32)	Enables the PID function. 32-bit (4 Gbytes) addressing mode is supported.
		No	Disables the PID function.
Uses the PID register for code generation	Selects whether to use the PID register for code generation. A master program called by an application program in which the PID function is enabled needs to be compiled/assembled with this option. This corresponds to the -nouse_pid_register option of the compiler and library generator, the -nouse_pid_register option of the assembler. This property is displayed only when [No] in the [Enables the PID function] property is selected.		
	Default	Yes	
	How to change	Select from the drop-down list.	
	Restriction	Yes	Uses the PID register for code generation.
		No (-nouse_pid_register)	Does not use the PID register for code generation.

(4) [Output File Type and Path]
The detailed information on output file types and paths is displayed and the configuration can be changed.

Output file type	Selects the type of the file to be generated during a build. The file type set here will be the debug target. For other than the library project, only [Execute Module(Load Module File)] and [Execute Module(Hex File)] are displayed. For the library project, only [Library] is displayed.		
	Default	- For other than the library project Execute Module(Load Module File) - For the library project Library	
	How to change	Select from the drop-down list.	
	Restriction	Execute Module(Load Module File)	Generates a load module file and hex file during a build. The load module file will be the debug target.
		Execute Module(Hex File)	Generates a load module file and hex file during a build. The hex file will be the debug target.
		Library	Generates a library file during a build.
Intermediate file output folder	Specifies the folder which the intermediate file is output. If a relative path is specified, the reference point of the path is the main project or subproject folder. If an absolute path is specified, the reference point of the path is the main project or subproject folder (unless the drives are different). The following placeholder is supported. %BuildModeName%: Replaces with the build mode name. %ProjectName%: Replaces with the project name. %MicomToolPath%: Replaces with the absolute path of the install folder of this product. If this is blank, it is assumed that the project folder has been specified. This property is displayed when [Always latest version which was installed] in the [Using compiler package version] property in the [Version Select] category is selected and the latest version is V2.00.00 or higher or when V2.00.00 or higher is selected in the [Using compiler package version] property.		
	Default	%BuildModeName%	
	How to change	Directly enter in the text box or edit by the Browse For Folder dialog box which appears when clicking the [...] button.	
	Restriction	Up to 247 characters	

(5) [Frequently Used Options(for Compile)]
The detailed information on frequently used options during compilation is displayed and the configuration can be changed.

<table>
<tr><td>Additional include paths</td><td colspan="2">Specifies the name of the path to the folder that stores the include file.
The following placeholders are supported.
%ActiveProjectDir%: Replaces with the absolute path of the active project folder.
%ActiveProjectName%: Replaces with the active project name.
%BuildModeName%: Replaces with the build mode name.
%MainProjectDir%: Replaces with the absolute path of the main project folder.
%MainProjectName%: Replaces with the main project name.
%MicomToolPath%: Replaces with the absolute path of the install folder of this product.
%ProjectDir%: Replaces with the absolute path of the project folder.
%ProjectName%: Replaces with the project name.
%TempDir%: Replaces with the absolute path of the temporary folder.
%WinDir%: Replaces with the absolute path of the Windows system folder.
The reference point of the path is the project folder.
This corresponds to the -include option of the compiler.
The specified include path is displayed as the subproperty.</td></tr>
<tr><td></td><td>Default</td><td>Additional include paths[number of defined items]</td></tr>
<tr><td></td><td>How to change</td><td>Edit by the Path Edit dialog box which appears when clicking the [...] button.
For the subproperty, you can use the text box directly enter the text.</td></tr>
<tr><td></td><td>Restriction</td><td>Up to 247 characters.
Up to 65536 items can be specified.</td></tr>
<tr><td>System include paths</td><td colspan="2">Changes the specified order of the include paths which the system set during compiling.
This corresponds to the -include option of the compiler.</td></tr>
<tr><td></td><td>Default</td><td>System include paths[number of defined items]</td></tr>
<tr><td></td><td>How to change</td><td>Edit by the System Include Path Order dialog box which appears when clicking the [...] button.</td></tr>
<tr><td></td><td>Restriction</td><td>Changes not allowed (Only the specified order of the include paths can be changed.)</td></tr>
<tr><td>Macro definition</td><td colspan="2">Specifies the macro name to be defined.
Specify in the format of "macro name=string", with one macro name per line.
The "=string" part can be omitted, and in this case, the macro name is assumed to be defined.
This corresponds to the -define option of the compiler.
The specified macro is displayed as the subproperty.</td></tr>
<tr><td></td><td>Default</td><td>Macro definition[number of defined items]</td></tr>
<tr><td></td><td>How to change</td><td>Edit by the Text Edit dialog box which appears when clicking the [...] button.
For the subproperty, you can use the text box directly enter the text.</td></tr>
<tr><td></td><td>Restriction</td><td>Up to 32767 characters
Up to 65536 items can be specified.</td></tr>
</table>

Outputs debugging information	Selects whether to output debugging information to object module files. This corresponds to the -debug and -nodebug options of the compiler.		
	Default	No (-nodebug)	
	How to change	Select from the drop-down list.	
	Restriction	Yes (-debug)	Outputs debugging information to object module files.
		No (-nodebug)	Does not output debugging information to object module files.
Optimization level	Selects optimization level. This corresponds to the -optimize option of the compiler.		
	Default	2 (-optimize=2)	
	How to change	Select from the drop-down list.	
	Restriction	0 (-optimize=0)	Does not optimize the program.
		1 (-optimize=1)	Partially optimizes the program by automatically allocating variables to registers, integrating the function exit blocks, integrating multiple instructions which can be integrated, etc.
		2 (-optimize=2)	Performs overall optimization.
		Max (-optimize=max)	Performs optimization as much as possible.
Outputs additional information for inter-module optimization	Selects whether to output additional information for inter-module optimization. At linkage, inter-module optimization is applied to files for which this option has been specified. This corresponds to the -goptimize option of the compiler.		
	Default	No	
	How to change	Select from the drop-down list.	
	Restriction	Yes (-goptimize)	Outputs additional information for inter-module optimization.
		No	Does not outputs additional information for inter-module optimization.
Optimization type	Selects optimization type. This corresponds to the -speed and -size option of the compiler.		
	Default	Optimizes with emphasis on code size (-size)	
	How to change	Select from the drop-down list.	
	Restriction	Optimizes with emphasis on execution performance (-speed)	Optimizes with emphasis on execution performance.
		Optimizes with emphasis on code size (-size)	Optimizes with emphasis on code size.

Outputs a source list file	Selects whether to output a source list file. This corresponds to the -listfile and -nolistfile option of the compiler.		
	Default	No (-nolistfile)	
	How to change	Select from the drop-down list.	
	Restriction	Yes (-lisfile)	Outputs a source list file.
		No (-nolistfile)	Disable output of a source list file.
Outputs the C/C++ source file	Specifies the contents of the source list file. Selects whether to output the C/C++ source file. This corresponds to the -show option of the compiler. This property is not displayed when [Yes (-lisfile)] in the [Outputs a source list file] property is selected.		
	Default	No	
	How to change	Select from the drop-down list.	
	Restriction	Yes (-show=source)	Outputs the C/C++ source file.
		No	Does not output the C/C++ source file.
Outputs the statements unsatisfied in conditional assembly	Specifies the contents of the source list file. Selects whether to output the statements unsatisfied in conditional assembly. This corresponds to the -show option of the compiler. This property is not displayed when [Yes (-lisfile)] in the [Outputs a source list file] property is selected.		
	Default	No	
	How to change	Select from the drop-down list.	
	Restriction	Yes (-show=conditionals)	Outputs the statements unsatisfied in conditional assembly.
		No	Does not output the statements unsatisfied in conditional assembly.
Outputs the information before .DEFINE replacement	Specifies the contents of the source list file. Selects whether to output the information before .DEFINE replacement. This corresponds to the -show option of the compiler. This property is not displayed when [Yes (-lisfile)] in the [Outputs a source list file] property is selected.		
	Default	No	
	How to change	Select from the drop-down list.	
	Restriction	Yes (-show=definitions)	Outputs the information before .DEFINE replacement.
		No	Does not output the information before .DEFINE replacement.

Outputs the assembler macro expansion statements	Specifies the contents of the source list file. Selects whether to output the assembler macro expansion statements. This corresponds to the -show option of the compiler. This property is not displayed when [Yes (-lisfile)] in the [Outputs a source list file] property is selected.		
	Default	No	
	How to change	Select from the drop-down list.	
	Restriction	Yes (-show=expansions)	Outputs the assembler macro expansion statements.
		No	Does not output the assembler macro expansion statements.

(6) [Frequently Used Options(for Assemble)]
The detailed information on frequently used options during assembling is displayed and the configuration can be changed.

Additional include paths	Specifies the name of the path to the folder that stores the include file. The following placeholders are supported. %ActiveProjectDir%: Replaces with the absolute path of the active project folder. %ActiveProjectName%: Replaces with the active project name. %BuildModeName%: Replaces with the build mode name. %MainProjectDir%: Replaces with the absolute path of the main project folder. %MainProjectName%: Replaces with the main project name. %MicomToolPath%: Replaces with the absolute path of the install folder of this product. %ProjectDir%: Replaces with the absolute path of the project folder. %ProjectName%: Replaces with the project name. %TempDir%: Replaces with the absolute path of the temporary folder. %WinDir%: Replaces with the absolute path of the Windows system folder. The reference point of the path is the project folder. This corresponds to the -include option of the assembler. The specified include path is displayed as the subproperty.	
	Default	Additional include paths[*number of defined items*]
	How to change	Edit by the Path Edit dialog box which appears when clicking the [...] button. For the subproperty, you can use the text box directly enter the text.
	Restriction	Up to 247 characters Up to 65536 items can be specified.
System include paths	Changes the specified order of the include paths which the system set during assembling. This corresponds to the -include option of the assembler.	
	Default	System include paths[*number of defined items*]
	How to change	Edit by the System Include Path Order dialog box which appears when clicking the [...] button.
	Restriction	Changes not allowed (Only the specified order of the include paths can be changed.)

Macro definition	Specifies the macro name to be defined. Specifies in the format of "*macro name=string*", with one macro name per line. This corresponds to the -define option of the assembler. The specified macro is displayed as the subproperty.		
	Default	Macro definition[*number of defined items*]	
	How to change	Edit by the Text Edit dialog box which appears when clicking the [...] button. For the subproperty, you can use the text box directly enter the text.	
	Restriction	Up to 32767 characters Up to 65536 items can be specified.	
Outputs debugging information	Selects whether to output debugging information to object module files. This corresponds to the -debug and -nodebug options of the assembler. This property is not displayed when [No] in the [Build simultaneously] property is selected.		
	Default	No (-nodebug)	
	How to change	Select from the drop-down list.	
	Restriction	Yes (-debug)	Outputs debugging information to object module files.
		No (-nodebug)	Does not output debugging information to object module files.
Output additional information for inter-module optimization	Selects whether to output additional information for inter-module optimization. At linkage, inter-module optimization is applied to files for which this option has been specified. This corresponds to the -goptimize option of the assembler. This property is displayed only when [No] in the [Build simultaneously] property is selected.		
	Default	No	
	How to change	Select from the drop-down list.	
	Restriction	Yes (-goptimize)	Outputs additional information for inter-module optimization.
		No	Does not output additional information for inter-module optimization.
Outputs a assemble list file	Selects whether to output an assemble list file. This corresponds to the -listfile and -nolistfile option of the assembler. This property is displayed only when [No] in the [Build simultaneously] property is selected.		
	Default	No (-nolistfile)	
	How to change	Select from the drop-down list.	
	Restriction	Yes (-listfile)	Outputs an assemble list file.
		No (-nolistfile)	Does not output an assemble list file.

Outputs the statements unsatisfied in conditional assembly	Specifies the contents of the assemble list file. Selects whether to output the statements unsatisfied in conditional assembly. This corresponds to the -show option of the assembler. This property is displayed only when [Yes (-listfile)] in the [Output a assemble list file] property is selected.		
	Default	No	
	How to change	Select from the drop-down list.	
	Restriction	Yes (-show=conditionals)	Outputs the statements unsatisfied in conditional assembly.
		No	Does not output the statements unsatisfied in conditional assembly.
Outputs the information before .DEFINE replacement	Specifies the contents of the assemble list file. Selects whether to output the information before .DEFINE replacement. This corresponds to the -show option of the assembler. This property is displayed only when [Yes (-listfile)] in the [Output a assemble list file] property is selected.		
	Default	No	
	How to change	Select from the drop-down list.	
	Restriction	Yes (-show=definitions)	Outputs the information before replacement specified with .DEFINE.
		No	Does not output the information before replacement specified with .DEFINE.
Outputs the assembler macro expansion statements	Specifies the contents of the assemble list file. Selects whether to output the assembler macro expansion statements. This corresponds to the -show option of the assembler. This property is displayed only when [Yes (-listfile)] in the [Output a assemble list file] property is selected.		
	Default	No	
	How to change	Select from the drop-down list.	
	Restriction	Yes (-show=expansions)	Outputs the macro expansion statements.
		No	Does not output the macro expansion statements.

(7) [Frequently Used Options(for Link)]
The detailed information on frequently used options during linking is displayed and the configuration can be changed.
This category is not displayed for the library project.

Using libraries	Specifies an input library file. The following placeholders are supported. %BuildModeName%: Replaces with the build mode name. %ProjectName%: Replaces with the project name. %MicomToolPath%: Replaces with the absolute path of the product install folder. This corresponds to the -library option of the linker. The library file name is displayed as the subproperty.		
	Default	Input object module file[number of defined items]	
	How to change	Edit by the Path Edit dialog box which appears when clicking the [...] button. For the subproperty, you can use the text box directly enter the text.	
	Restriction	Up to 32767 characters Up to 65536 items can be specified.	
Outputs debugging information	Specifies whether debugging information is output. This corresponds to the -nodebug, -sdebug, and -debug options of the linker.		
	Default	Yes (Outputs to the output file) (-DEBug)	
	How to change	Select from the drop-down list.	
	Restriction	Yes (Outputs to the output file) (-DEBug)	Outputs a debugging information to the output file.
		Yes (Outputs to <output file name>.dbg file) (-SDebug)	Outputs a debugging information to <output file name>.dbg file.
		No (-NODEBug)	Does not output a debugging information.
Optimization type	Specifies optimization type. This corresponds to the -nooptimize and -optimize options of the linker.		
	Default	No optimize (-NOOPtimize)	
	How to change	Select from the drop-down list.	
	Restriction	No optimize (-NOOPtimize)	Does not execute optimization for a module.
		All(-OPtimize)	Provides all optimizations.
		Speed-oriented optimization (-OPtimize=SPeed)	Provides optimization for speed.
		Safe optimization (-OPtimize=SAFe)	Provides safe optimization.
		Custom	Performs optimization for the specified options.

Deletes variables/ functions that are not referenced	Selects whether to delete variables/functions that are not referenced. This corresponds to the -optimize option of the linker. This property is displayed only when [Custom] in the [Optimization type] property is selected.		
	Default	No	
	How to change	Select from the drop-down list.	
	Restriction	Yes (-OPtimize=SYmbol_delete)	Deletes variables/functions that are not referenced.
		No	Does not delete variables/functions that are not referenced.
Creates a subroutine for the same instruction sequence	Selects whether to create a subroutine for the same instruction sequence. This corresponds to the -optimize option of the linker. This property is displayed only when [Custom] in the [Optimization type] property is selected.		
	Default	No	
	How to change	Select from the drop-down list.	
	Restriction	Yes (-OPtimize=SAMe_code)	Creates a subroutine for the same instruction sequence.
		No	Does not create a subroutine for the same instruction sequence.
Minimum code size	Specifies the minimum code size for the optimization. This corresponds to the -samesize option of the linker. This property is displayed only when [Yes (-OPtimize=SAMe_code)] in the [Creates a subroutine for the same instruction sequence] property is specified.		
	Default	1E (hexadecimal number)	
	How to change	Directly enter in the text box.	
	Restriction	8 to 7FFF (hexadecimal number)	
Replaces an instruction with a smaller-size instruction	Selects whether to replace an instruction with a smaller-size instruction. This corresponds to the -optimize option of the linker. This property is displayed only when [Custom] in the [Optimization type] property is selected.		
	Default	No	
	How to change	Select from the drop-down list.	
	Restriction	Yes (-OPtimize=SHort_format)	Replaces an instruction with a smaller-size instruction.
		No	Does not replace an instruction with a smaller-size instruction.

Optimizes branch instruction size	Selects whether to optimize branch instruction size. This corresponds to the -optimize option of the linker. This property is displayed only when [Custom] in the [Optimization type] property is selected.		
	Default	No	
	How to change	Select from the drop-down list.	
	Restriction	Yes(-OPtimize=Branch)	Optimizes branch instruction size according to program allocation information.
		No	Does not optimize branch instruction size.
Section start address	Specifies the section start address. This corresponds to the -start option of the linker.		
	Default	The peculiar value for the target device	
	How to change	Directly enter in the text box or edit by the Section Settings dialog box which appears when clicking the [...] button.	
	Restriction	Up to 1022 characters	

(8) [Frequently Used Options(for Hex Output)]
The detailed information on frequently used options during hex output is displayed and the configuration can be changed.
This category is not displayed for the library project.

Output hex file	Specifies whether hex file is output.		
	Default	Yes	
	How to change	Select from the drop-down list.	
	Restriction	Yes	Outputs a hex file.
		No	Does not output a hex file.
Load module file convert format	Selects the load module file convert format. This corresponds to the -form option of the linker.		
	Default	S record file (-FOrm=Stype)	
	How to change	Select from the drop-down list.	
	Restriction	Intel expanded hex file (-FOrm=Hexadecimal)	Outputs a Intel expanded hex file.
		Motorola S type file (-FOrm=Stype)	Outputs a Motorola S-type file.
		Binary file (-FOrm=Binary)	Outputs a binary file.

<table>
<tr><td>Output folder</td><td colspan="2">Specifies path of the output folder.
The following placeholders are supported.
%ActiveProjectDir%: Replaces with the absolute path of the active project folder.
%ActiveProjectName%: Replaces with the active project name.
%BuildModeName%: Replaces with the build mode name.
%MainProjectDir%: Replaces with the absolute path of the main project folder.
%MainProjectName%: Replaces with the main project name.
%MicomToolPath%: Replaces with the absolute path of the install folder of this product.
%OutputDir%: Replaces with the absolute path of the output folder.
%OutputFile%: Replaces with the absolute path of the output file.
%ProjectDir%: Replaces with the absolute path of the project folder.
%ProjectName%: Replaces with the project name.
%TempDir%: Replaces with the absolute path of the temporary folder.
%WinDir%: Replaces with the absolute path of the Windows system folder.
If this is blank, it is assumed that the project folder has been specified.
This corresponds to the -output option of the linker.
This property is displayed only when [Yes] in the [Output hex file] property is selected.</td></tr>
<tr><td></td><td>Default</td><td>%BuildModeName%</td></tr>
<tr><td></td><td>How to change</td><td>Directly enter in the text box or edit by the Browse For Folder dialog box which appears when clicking the [...] button.</td></tr>
<tr><td></td><td>Restriction</td><td>Up to 247 characters</td></tr>
<tr><td>Output file name</td><td colspan="2">Specifies the output file name.
The default extensions depends on [Load module file convert format] property when extension omitted.
The default extensions are as follows:
"Hex file (-FOrm=Hexadecimal)" : .hex
"S record file (-FOrm=Stype)" : .mot
"Binary data file (-FOrm=Binary)" : .bin.
The following placeholders are supported.
%BuildModeName%: Replaces with the build mode name.
%ProjectName%: Replaces with the project name.
%MicomToolPath%: Replaces with the absolute path of the install folder of this product.
This corresponds to the -output option of the linker.
This property is displayed only when [Yes] in the [Output hex file] property is selected.</td></tr>
<tr><td></td><td>Default</td><td>- When [Hex file (-FOrm=Hexadecimal)] in the [Load module file convert format] property is selected
%ProjectName%.hex
- When [S record file (-FOrm=Stype)] in the [Load module file convert format] property is selected
%ProjectName%.mot
- When [Binary data file (-FOrm=Binary)] in the [Load module file convert format] property is selected
%ProjectName%.bin</td></tr>
<tr><td></td><td>How to change</td><td>Directly enter in the text box.</td></tr>
<tr><td></td><td>Restriction</td><td>Up to 259 characters</td></tr>
</table>

Division output file	Specifies the division conversion file. Specifies in the format of "file name=start address-end address" or "file name=section name", with one file name per line. Specifies an address in the hexadecimal notation (example: file2.mot=400-ffff). To define multiple sections, use a colon to separate each entry written, as in "file name=section name:section name" (example: file1.mot=stack:istack). The default extensions depends on [Load module file convert format] property when extension omitted. The default extensions are as follows: "Hex file (-FOrm=Hexadecimal)" : .hex "S record file (-FOrm=Stype)" : .mot "Binary data file (-FOrm=Binary)" : .bin. The following placeholders are supported. %ActiveProjectDir%: Replaces with the absolute path of the active project folder. %ActiveProjectName%: Replaces with the active project name. %BuildModeName%: Replaces with the build mode name. %MainProjectDir%: Replaces with the absolute path of the main project folder. %MainProjectName%: Replaces with the main project name. %MicomToolPath%: Replaces with the absolute path of the install folder of this product. %OutputDir%: Replaces with the absolute path of the output folder. %OutputFile%: Replaces with the absolute path of the output file. %ProjectDir%: Replaces with the absolute path of the project folder. %ProjectName%: Replaces with the project name. %TempDir%: Replaces with the absolute path of the temporary folder. %WinDir%: Replaces with the absolute path of the Windows system folder. This corresponds to the -output option of the linker. This property is displayed only when [Yes] in the [Output hex file] property is selected.		
	Default	Division conversion file[number of defined items]	
	How to change	Edit by the Text Edit dialog box which appears when clicking the [...] button. For the subproperty, you can use the text box directly enter the text.	
	Restriction	Up to 255 characters Up to 65536 items can be specified.	

(9) [Frequently Used Options(for Librarian)]

The detailed information on frequently used options during library generating is displayed and the configuration can be changed.

This category is displayed only for the library project and when [Relocatable module file (-FOrm=Relocate)] in the [Output file type] property in the [Output] category from [Librarian Options] tab is selected.

Outputs debugging information	Specifies whether debugging information is output. This corresponds to the -nodebug and -debug options of the linker.		
	Default	Yes (Outputs to the output file) (-DEBug)	
	How to change	Select from the drop-down list.	
	Restriction	Yes (Outputs to the output file) (-DEBug)	Outputs a debugging information to the output file.
		No (-NODEBug)	Does not output a debugging information.

(10) [Build Method]

The detailed information on the build method is displayed and the configuration can be changed.

Build simultaneously	Selects whether to generate the load module file by compiling/assembling/linking multiple files simultaneously. The files with the individual build options and files to be executed prior to the build are excluded from running a build simultaneously. See "2.2.1 Running simultaneous build" for details about running a build simultaneously. This property is displayed when [Always latest version which was installed] in the [Using compiler package version] property in the [Version Select] category is selected and the latest version is V2.00.00 or higher or when V2.00.00 or higher is selected in the [Using compiler package version] property.		
	Default	Yes	
	How to change	Select from the drop-down list.	
	Restriction	Yes	Compiles, assembles, and links multiple files simultaneously.
		No	Compiles, assembles, and links for each file.
Build in parallel	Selects whether to enable the parallel build facility. The parallel build facility enables CS+ to compile/assemble multiple source files in parallel using all processors mounted on the computer. This speeds up compilation/assemble. In addition, parallel build between projects can be set by selecting [Tool] menu >> [Option] and then making a setting in the [General - Build] category of the Option dialog box. See "2.2.2 Running parallel build" for details about parallel build.		
	Default	No	
	How to change	Select from the drop-down list.	
	Restriction	Yes	Enables the parallel build facility.
		No	Disables the parallel build facility.
Handling the source file includes non-existing file	Selects whether to recompile/assemble the source file if there are no files that include it.		
	Default	Re-compile/assemble the source file	
	How to change	Select from the drop-down list.	
	Restriction	Re-compile/assemble the source file	Recompiles/assembles the source file if there are no files that include it.
		Ignore re-compiling/assembling the source file	Does not recompile/assemble the source file if there are no files that include it.
Ensure compatibility of paths and linkage order	Selects compatibility with High-performance embedded workshop about paths and linkage order.		
	Default	No	
	How to change	Select from the drop-down list.	
	Restriction	Yes	Accords to the High-performance Embedded Workshop's linkage order.
		No	Accords to this product's path and linkage order.

(11) [Version Select]
The detailed information on the build tool version is displayed and the configuration can be changed.

Using compiler package install folder	The folder in which the compiler package to be used is installed is displayed.		
	Default	Install folder name	
	How to change	Changes not allowed	
Using compiler package version	Selects the version of the compiler package to be used. This setting is common to all the build modes.		
	Default	Always latest version which was installed	
	How to change	Select from the drop-down list.	
	Restriction	Always latest version which was installed	Uses the latest version in the installed compiler packages.
		Versions of the installed compiler packages	Uses the selected version in the compiler package.
Latest compiler package version which was installed	The version of the compiler package to be used when [Always latest version which was installed] is selected in the [Using compiler package version] property is displayed. This setting is common to all the build modes. This property is displayed only when [Always latest version which was installed] in the [Using compiler package version] property is selected.		
	Default	The latest version of the installed compiler packages	
	How to change	Changes not allowed	

(12) [Notes]
The detailed information on notes is displayed and the configuration can be changed.

Memo	Adds memos to the build tool. Adds one item in one line. This setting is common to all the build modes. The added memos are displayed as the subproperty.	
	Default	Memo[*number-of-items*]
	How to change	Edit by the Text Edit dialog box which appears when clicking the [...] button. For the subproperty, you can use the text box directly enter the text.
	Restriction	Up to 256 characters Up to 256 items can be specified.

(13) [Others]
Other detailed information on the build tool are displayed and the configuration can be changed.

<table>
<tr><td rowspan="5">Output message format</td><td colspan="3">Specifies the format of the message being built.
This applies to the messages output by the build tool to be used, and commands added by plugins.
It does not apply to the output messages of commands specified in the [Commands executed before build processing] or [Commands executed after build processing] property.
The following placeholders are supported.
%Program%: Replaces with the program name under execution.
%Options%: Replaces with the command line option under build execution.
%TargetFiles%: Replaces with the file name being built.
If this is blank, it is assumed that "%Program% %Options%" will be set automatically.</td></tr>
<tr><td>Default</td><td colspan="2">%TargetFiles%</td></tr>
<tr><td>How to change</td><td colspan="2">Directly enter to the text box (up to 256 characters) or select from the drop-down list.</td></tr>
<tr><td rowspan="3">Restriction</td><td>%TargetFiles%</td><td>Displays the file name in the output message.</td></tr>
<tr><td>%TargetFiles%: %Options%</td><td>Displays the file name and command line options in the output message.</td></tr>
<tr><td>%Program% %Options%</td><td>Displays the program name and command line options in the output message.</td></tr>
<tr><td rowspan="4">Format of build option list</td><td colspan="3">Specifies the display format of the build option list.
This applies to the options of the build tool to be used, and commands added by plugins.
It does not apply to the options of commands specified in the [Commands executed before build processing] or [Commands executed after build processing] property.
The following placeholders are supported.
%Program%: Replaces with the program name under execution.
%Options%: Replaces with the command line option under build execution.
%TargetFiles%: Replaces with the file name being built.
If this is blank, it is assumed that "%TargetFiles% : %Program% %Options%" will be set automatically.</td></tr>
<tr><td>Default</td><td colspan="2">%TargetFiles% : %Program% %Options%</td></tr>
<tr><td>How to change</td><td colspan="2">Directly enter to the text box or edit by the Character String Input dialog box which appears when clicking the [...] button.</td></tr>
<tr><td>Restriction</td><td colspan="2">Up to 256 characters</td></tr>
</table>

<table>
<tr><td>Commands executed before build processing</td><td colspan="2">Specifies the command to be executed before build processing.
Use the call instruction to specify a batch file (example: call a.bat).
The following placeholders are supported.
%ActiveProjectDir%: Replaces with the absolute path of the active project folder.
%ActiveProjectName%: Replaces with the active project name.
%BuildModeName%: Replaces with the build mode name.
%MainProjectDir%: Replaces with the absolute path of the main project folder.
%MainProjectName%: Replaces with the main project name.
%MicomToolPath%: Replaces with the absolute path of the install folder of this product.
%OutputDir%: Replaces with the absolute path of the output folder.
%OutputFile%: Replaces with the absolute path of the output file.
%ProjectDir%: Replaces with the absolute path of the project folder.
%ProjectName%: Replaces with the project name.
%TempDir%: Replaces with the absolute path of the temporary folder.
%WinDir%: Replaces with the absolute path of the Windows system folder.
When "#!python" is described in the first line, the contents from the second line to the last line are regarded as the script of the Python console, and then executed before build processing.
The placeholders can be described in the script.
The specified command is displayed as the subproperty.</td></tr>
<tr><td></td><td>Default</td><td>Commands executed before build processing[number of defined items]</td></tr>
<tr><td></td><td>How to change</td><td>Edit by the Text Edit dialog box which appears when clicking the [...] button.
For the subproperty, you can use the text box directly enter the text.</td></tr>
<tr><td></td><td>Restriction</td><td>Up to 1023 characters
Up to 64 items can be specified.</td></tr>
<tr><td>Commands executed after build processing</td><td colspan="2">Specifies the command to be executed after build processing.
Use the call instruction to specify a batch file (example: call a.bat).
The following placeholders are supported.
%ActiveProjectDir%: Replaces with the absolute path of the active project folder.
%ActiveProjectName%: Replaces with the active project name.
%BuildModeName%: Replaces with the build mode name.
%MainProjectDir%: Replaces with the absolute path of the main project folder.
%MainProjectName%: Replaces with the main project name.
%MicomToolPath%: Replaces with the absolute path of the install folder of this product.
%OutputDir%: Replaces with the absolute path of the output folder.
%OutputFile%: Replaces with the absolute path of the output file.
%ProjectDir%: Replaces with the absolute path of the project folder.
%ProjectName%: Replaces with the project name.
%TempDir%: Replaces with the absolute path of the temporary folder.
%WinDir%: Replaces with the absolute path of the Windows system folder.
When "#!python" is described in the first line, the contents from the second line to the last line are regarded as the script of the Python console, and then executed after build processing.
The placeholders can be described in the script.
The specified command is displayed as the subproperty.</td></tr>
<tr><td></td><td>Default</td><td>Commands executed after build processing[number of defined items]</td></tr>
<tr><td></td><td>How to change</td><td>Edit by the Text Edit dialog box which appears when clicking the [...] button.
For the subproperty, you can use the text box directly enter the text.</td></tr>
<tr><td></td><td>Restriction</td><td>Up to 1023 characters
Up to 64 items can be specified.</td></tr>
</table>

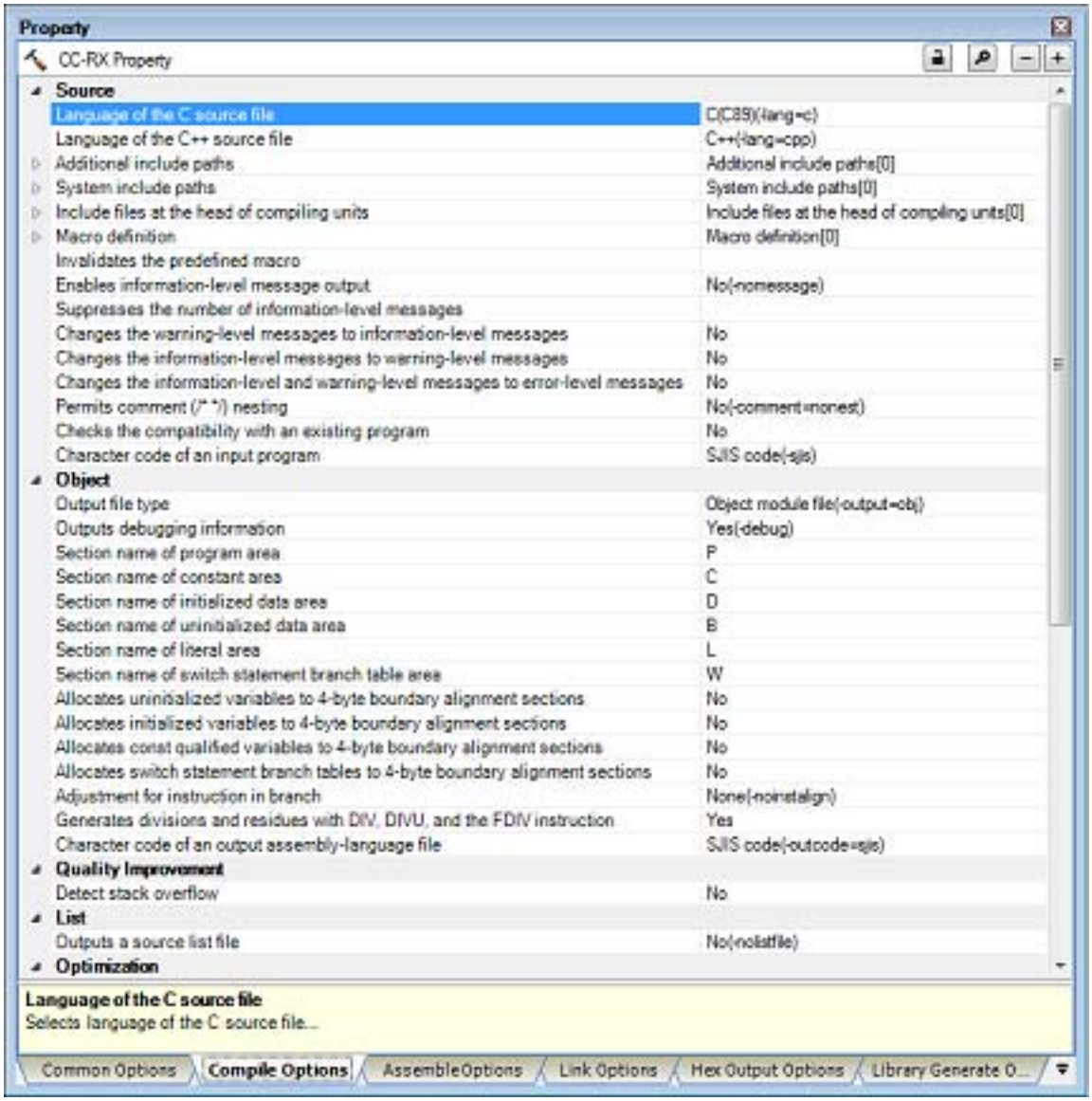
Other additional options	Inputs the option to be added additionally. The options set here are added at the end of the options group of the compiler.	
	Default	Blank
	How to change	Directly enter in the text box or edit by the Character String Input dialog box which appears when clicking the [...] button.
	Restriction	Up to 259 characters

[Compile Options] tab

This tab shows the detailed information on the compile phase categorized by the following and the configuration can be changed.

(1) [Source]
(2) [Object]
(3) [Quality Improvement]
(4) [List]
(5) [Optimization]
(6) [Output File]
(7) [MISRA C rule check]
(8) [Others]

Figure A.3 Property Panel: [Compile Options] Tab



Remark This figure is the image when the version of the compiler package is V2.00.00 or higher.

[Description of each category]

(1) [Source]
The detailed information on the source is displayed and the configuration can be changed.

Language of the C source file	Selects language of the C source file. This corresponds to the -lang option of the compiler.		
	Default	C(C89) (-lang=c)	
	How to change	Select from the drop-down list.	
	Restriction	C(C89) (-lang=c)	Compiles as a C (C89) source file.
		C99 (-lang=c99)	Compiles as a C (C99) source file.
Language of the C++ source file	Selects language of the C++ source file. This option corresponds to the -lang option of the compiler.		
	Default	C++ (-lang=cpp)	
	How to change	Select from the drop-down list.	
	Restriction	C++ (-lang=cpp)	Compiles as an EC++ source file.
		EC++ (-lang=ecpp)	Compiles as a C++ source file.
Additional include paths	Specifies the name of the path to the folder that stores the include file. The following placeholders are supported. %ActiveProjectDir%: Replaces with the absolute path of the active project folder. %ActiveProjectName%: Replaces with the active project name. %BuildModeName%: Replaces with the build mode name. %MainProjectDir%: Replaces with the absolute path of the main project folder. %MainProjectName%: Replaces with the main project name. %MicomToolPath%: Replaces with the absolute path of the install folder of this product. %ProjectDir%: Replaces with the absolute path of the project folder. %ProjectName%: Replaces with the project name. %TempDir%: Replaces with the absolute path of the temporary folder. %WinDir%: Replaces with the absolute path of the Windows system folder. The reference point of the path is the project folder. This corresponds to the -include option of the compiler. The specified include path is displayed as the subproperty.		
	Default	Additional include paths[*number of defined items*]	
	How to change	Edit by the Path Edit dialog box which appears when clicking the [...] button. For the subproperty, you can use the text box directly enter the text.	
	Restriction	Up to 247 characters Up to 65536 items can be specified.	
System include paths	Changes the specified order of the include paths which the system set during compiling. This corresponds to the -include option of the compiler.		
	Default	System include paths[*number of defined items*]	
	How to change	Edit by the System Include Path Order dialog box which appears when clicking the [...] button.	
	Restriction	Changes not allowed (Only the specified order of the include paths can be changed.)	

Include files at the head of compiling units	Specifies include files at the head of compiling units. The following placeholders are supported. %ActiveProjectDir%: Replaces with the absolute path of the active project folder. %ActiveProjectName%: Replaces with the active project name. %BuildModeName%: Replaces with the build mode name. %MainProjectDir%: Replaces with the absolute path of the main project folder. %MainProjectName%: Replaces with the main project name. %MicomToolPath%: Replaces with the absolute path of the install folder of this product. %ProjectDir%: Replaces with the absolute path of the project folder. %ProjectName%: Replaces with the project name. %TempDir%: Replaces with the absolute path of the temporary folder. %WinDir%: Replaces with the absolute path of the Windows system folder. The reference point of the path is the project folder. This corresponds to the -preinclude option of the compiler.		
	Default	Include files at the head of compiling units[*number of defined items*]	
	How to change	Edit by the Text Edit dialog box which appears when clicking the [...] button. For the subproperty, you can enter directly in the text box.	
	Restriction	Up to 259 characters Up to 65536 items can be specified.	
Macro definition	Specifies the macro name to be defined. Specify in the format of "*macro name*=*string*", with one macro name per line. The "=*string*" part can be omitted, and in this case, the macro name is assumed to be defined. This corresponds to the -define option of the compiler. The specified macro is displayed as the subproperty.		
	Default	Macro definition[*number of defined items*]	
	How to change	Edit by the Text Edit dialog box which appears when clicking the [...] button. For the subproperty, you can use the text box directly enter the text.	
	Restriction	Up to 32767 characters Up to 65536 items can be specified.	
Invalidates the predefined macro	Specifies invalidates the predefined macro. If multiple macro names are specified, delimit them with a comma (example: __DBL4,__SCHAR). This corresponds to the -undefine option of the compiler.		
	Default	Blank	
	How to change	Edit by the Specify The Predefined Macro dialog box which appears when clicking the [...] button.	
	Restriction	Up to 32767 characters	
Enables information-level message output	Specifies whether information level messages are output. This corresponds to the -message and -nomessage options of the compiler.		
	Default	No(-nomessage)	
	How to change	Select from the drop-down list.	
	Restriction	Yes(-message)	Enables information message output.
		No(-nomessage)	Disables information message output.

Suppresses the number of information-level messages	Specifies suppresses the number of information-level message. If multiple message numbers are specified, delimit them with a comma (example: 4,200). Also, the range can be set using hyphen (example: 4,200-203,1300). This corresponds to the -nomessage option of the compiler. This property is displayed only when [No(-nomessage)] in the [Enables information-level message output] property is specified.		
	Default	Blank	
	How to change	Directly enter in the text box or edit by the Character String Input dialog box which appears when clicking the [...] button.	
	Restriction	Up to 32767 characters	
Changes the warning-level messages to information-level messages	Selects whether to change the warning-level messages to information-level messages. This corresponds to the -change_message option of the compiler.		
	Default	No	
	How to change	Select from the drop-down list.	
	Restriction	Yes(All) (-change_message=information)	Changes all warning-level messages to the information-level messages.
		Yes(Specifies error number) (-change_message=information=<ErrorNumber>)	Changes the warning-level messages with the specified error numbers to the information-level messages.
		No	Does not change the warning-level messages to the information-level messages.
Error number of warning-level message	Specifies error number of warning-level message. If multiple message numbers are specified, delimit them with comma (example: 4,200). Also, the range can be set using hyphen (example: 4,200-203,1300). This corresponds to the -change_message option of the compiler. This property is displayed only when [Yes(Specifies error number) (-change_message=information=<ErrorNumber>)] in the [Changes the warning-level messages to information-level messages] property is specified.		
	Default	Blank	
	How to change	Directly enter in the text box or edit by the Character String Input dialog box which appears when clicking the [...] button.	
	Restriction	Up to 32767 characters	

Changes the information-level messages to warning-level messages	Selects whether to change the information-level messages to warning-level messages. This corresponds to the -change_message option of the compiler.		
	Default	No	
	How to change	Select from the drop-down list.	
	Restriction	Yes(All) (-change_message=warning)	Changes all information-level messages to warning-level messages.
		Yes(Specifies error number) (-change_message=warning=<Error-Number>)	Changes the information-level messages with the specified error numbers to warning-level messages.
		No	Does not change the information-level messages to warning-level messages.
Error number of information-level message	Specifies error number of information-level message. If multiple message numbers are specified, delimit them with comma (example: 4,200). Also, the range can be set using hyphen (example: 4,200-203,1300). This corresponds to the -change_message option of the compiler. This property is displayed only when [Yes(Specifies error number) (-change_message=warning=<ErrorNumber>)] in the [Changes the information-level messages to warning-level messages] property is specified.		
	Default	Blank	
	How to change	Directly enter in the text box or edit by the Character String Input dialog box which appears when clicking the [...] button.	
	Restriction	Up to 32767 characters	
Changes the information-level and warning-level messages to error-level messages	Selects whether to change the information-level and warning-level messages to error-level messages. This corresponds to the -change_message option of the compiler.		
	Default	No	
	How to change	Select from the drop-down list.	
	Restriction	Yes(All) (-change_message=error)	Changes all information-level and warning-level messages to error-level messages.
		Yes(Specifies error number) (-change_message=error=<Error-Number>)	Changes the information-level and warning-level messages with the specified error numbers to error-level messages.
		No	Does not change the warning-level messages to information-level messages.

Error number of information-level and warning-level message	Specifies error number of information-level and warning-level message. If multiple message numbers are specified, delimit them with comma (example: 4,200). Also, the range can be set using hyphen (example: 4,200-203,1300). This corresponds to the -change_message option of the compiler. This property is displayed only when [Yes(Specifies error number) (-change_message=error=<ErrorNumber>)] in the [Changes the information-level and warning-level messages to error-level messages] property is specified.		
	Default	Blank	
	How to change	Directly enter in the text box or edit by the Character String Input dialog box which appears when clicking the [...] button.	
	Restriction	Up to 32767 characters	
Path to the folder that stores a file for inter-file inline expansion	Specifies path to the folder that stores a file for inter-file inline expansion. The following placeholders are supported. %ActiveProjectDir%: Replaces with the absolute path of the active project folder. %ActiveProjectName%: Replaces with the active project name. %BuildModeName%: Replaces with the build mode name. %MainProjectDir%: Replaces with the absolute path of the main project folder. %MainProjectName%: Replaces with the main project name. %MicomToolPath%: Replaces with the absolute path of the install folder of this product. %ProjectDir%: Replaces with the absolute path of the project folder. %ProjectName%: Replaces with the project name. %TempDir%: Replaces with the absolute path of the temporary folder. %WinDir%: Replaces with the absolute path of the Windows system folder. The reference point of the path is the project folder. This corresponds to the -file_inline_path option of the compiler. The specified include path is displayed as the subproperty. This property is displayed when [Always latest version which was installed] in the [Using compiler package version] property in the [Version Select] category from the [Common Options] tab is selected and the latest version is V2.00.00 or lower or when V2.00.00 or lower is selected in the [Using compiler package version] property.		
	Default	Path to the folder that stores a file for inter-file inline expansion[*number of defined items*]	
	How to change	Edit by the Path Edit dialog box which appears when clicking the [...] button. For the subproperty, you can use the text box directly enter the text.	
	Restriction	Up to 247 characters. Up to 65536 items can be specified.	
Permits comment (/* */) nesting	Selects whether to permit comment (/* */) nesting. This corresponds to the -comment option of the compiler.		
	Default	No (-comment=nonest)	
	How to change	Select from the drop-down list.	
	Restriction	Yes (-comment=nest)	Does not permit comment (/* */) nesting.
		No (-comment=nonest)	Permits comment (/**/) nesting.

Checks the compatibility with an existing program	Selects whether to check the compatibility with an existing program. This corresponds to the -check option of the compiler.		
	Default	No	
	How to change	Select from the drop-down list.	
	Restriction	Yes(NC compiler) (-check=nc)	Checks the compatibility with the R8C and M16C family C compilers.
		Yes(H8 compiler) (-check=ch38)	Checks the compatibility with the H8, H8S, and H8SX family C/C++ compilers.
		Yes(SH compiler) (-check=sh)	Checks the compatibility with the SuperH family C/C++ compilers.
		No	Does not check the compatibility with an existing program.
Character code of an input program	Selects character code of an input program. This corresponds to the -euc, -sjis, -latin1, -utf8, -big5 and -gb2312 option of the assembler. [Traditional Chinese character (-big5)] and [Simplified Chinese character (-gb2312)] are displayed when [Always latest version which was installed] in the [Using compiler package version] property in the [Version Select] category from the [Common Options] tab is selected and the latest version is V2.00.00 or higher or when V2.00.00 or higher is selected in the [Using compiler package version] property. [UTF-8 code (-utf8)] cannot be selected in the following cases. - When [Always latest version which was installed] in the [Using compiler package version] property is selected and the latest version is V2.04.00 or lower or when V2.04.00 or lower is selected in the [Using compiler package version] property - When [C(C89) (-lang=c)] in the [Language of the C source file] property is selected		
	Default	SJIS code (-sjis)	
	How to change	Select from the drop-down list.	
	Restriction	EUC code (-euc)	Handles the characters in strings, character constants, and comments by using EUC.
		SJIS code (-sjis)	Handles the characters in strings, character constants, and comments by using SJIS.
		ISO-Latin1 code (-latin1)	Handles the characters in strings, character constants, and comments by using ISO-Latin1.
		UTF-8 code (-utf8)	Handles the characters in strings, character constants, and comments by using UTF-8.
		Traditional Chinese character (-big5)	Handles the characters in strings, character constants, and comments by using Traditional Chinese character.
		Simplified Chinese character (-gb2312)	Handles the characters in strings, character constants, and comments by using Simplified Chinese character.

(2) [Object]
The detailed information on object is displayed and the configuration can be changed.

Output file type	Selects the type of the output file to be generated during a build. This corresponds to the -output option of the compiler.		
	Default	Object module file (-output=obj)	
	How to change	Select from the drop-down list.	
	Restriction	Object module file (-output=obj)	Outputs a relocatable file.
		Source file after pre-processed (-output=prep)	Outputs a source file after preprocessed.
		Source file after pre-processed(Disables #line output) (-output=prep -noline)	Disables #line output at preprocessor expansion.
Path of the output folder	Specifies the output destination folder for the output file. The following placeholders are supported. %BuildModeName%: Replaces with the build mode name. %MicomToolPath%: Replaces with the absolute path of the install folder of this product. %ProjectName%: Replaces with the project name. If this is blank, it is assumed that the project folder has been specified. This corresponds to the -output option of the compiler. This property is displayed when [Always latest version which was installed] in the [Using compiler package version] property in the [Version Select] category from the [Common Options] tab is selected and the latest version is V2.00.00 or lower or when V2.00.00 or lower is selected in the [Using compiler package version] property.		
	Default	%BuildModeName%	
	How to change	Directly enter in the text box or edit by the Browse For Folder dialog box which appears when clicking the [...] button.	
	Restriction	Up to 247 characters	
Outputs debugging information	Selects whether to output debugging information to object module files. This corresponds to the -debug and -nodebug options of the compiler.		
	Default	Yes (-debug)	
	How to change	Select from the drop-down list.	
	Restriction	Yes (-debug)	Outputs debugging information to object module files.
		No (-nodebug)	Does not output debugging information to object module files.
Section name of program area	Specifies the section name of program area. This corresponds to the -section option of the compiler.		
	Default	P	
	How to change	Directly enter in the text box.	
	Restriction	Up to 32767 characters	

Section name of constant area	Specifies the section name of constant area. This corresponds to the -section option of the compiler.		
	Default	C	
	How to change	Directly enter in the text box.	
	Restriction	Up to 32767 characters	
Section name of initialized data area	Specifies the section name of initialized data area. This corresponds to the -section option of the compiler.		
	Default	D	
	How to change	Directly enter in the text box.	
	Restriction	Up to 32767 characters	
Section name of uninitialized data area	Specifies the section name of uninitialized data area. This corresponds to the -section option of the compiler.		
	Default	B	
	How to change	Directly enter in the text box.	
	Restriction	Up to 32767 characters	
Section name of literal area	Specifies the section name of literal area. This corresponds to the -section option of the compiler.		
	Default	L	
	How to change	Up to 32767 characters	
	Restriction	Up to 32767 characters	
Section name of switch statement branch table area	Specifies the section name of switch statement branch table area. This corresponds to the -section option of the compiler.		
	Default	W	
	How to change	Directly enter in the text box.	
	Restriction	Up to 32767 characters	
Allocates uninitialized variables to 4-byte boundary alignment sections	Selects whether to allocate uninitialized variables to 4-byte boundary alignment sections. This corresponds to the -nostuff option of the compiler.		
	Default	No	
	How to change	Select from the drop-down list.	
	Restriction	Yes (-nostuff=B)	Allocates uninitialized variables to 4-byte boundary alignment sections.
		No	Does not allocate uninitialized variables to 4-byte boundary alignment sections.

Allocates initialized variables to 4-byte boundary alignment sections	Selects whether to allocate initialized variables to 4-byte boundary alignment sections. This corresponds to the -nostuff option of the compiler.		
	Default	No	
	How to change	Select from the drop-down list.	
	Restriction	Yes (-nostuff=D)	Allocates initialized variables to 4-byte boundary alignment sections.
		No	Does not allocates initialized variables to 4-byte boundary alignment sections.
Allocates const qualified variables to 4-byte boundary alignment sections	Selects whether to allocate const qualified variables to 4-byte boundary alignment sections. This corresponds to the -nostuff option of the compiler.		
	Default	No	
	How to change	Select from the drop-down list.	
	Restriction	Yes (-nostuff=C)	Allocates const qualified variables to 4-byte boundary alignment sections.
		No	Does not allocate const qualified variables to 4-byte boundary alignment sections.
Allocates switch statement branch tables to 4-byte boundary alignment sections	Selects whether to allocate switch statement branch tables to 4-byte boundary alignment sections. This corresponds to the -nostuff option of the compiler.		
	Default	No	
	How to change	Select from the drop-down list.	
	Restriction	Yes (-nostuff=W)	Allocates switch statement branch tables to 4-byte boundary alignment sections.
		No	Does not allocate switch statement branch tables to 4-byte boundary alignment sections.

Adjustment for instruction in branch	Selects adjustment for instruction in branch. This corresponds to the -noinstalign, -instalign4, and -instalign8 option of the compiler.		
	Default	None (-noinstalign)	
	How to change	Select from the drop-down list.	
	Restriction	None (-noinstalign)	Does not align instructions at branch destinations.
		Execution in 4 bytes (-instalign4)	Aligns instructions at branch destinations to 4-byte boundaries.
		Execution in 4 bytes(Contains each loop head) (-instalign4=loop)	Aligns instructions at branch destinations to 4-byte boundaries (Contains head of each loop).
		Execution in 4 bytes(Contains each inmost loop head) (-instalign4=inmost-loop)	Aligns instructions at branch destinations to 4-byte boundaries (Contains head of each inmost loop).
		Execution in 8 bytes (-instalign8)	Aligns instructions at branch destinations to 8-byte boundaries.
		Execution in 8 bytes (Contains each loop head) (-instalign8=loop)	Aligns instructions at branch destinations to 8-byte boundaries (Contains head of each loop).
		Execution in 8 bytes (Contains each inmost loop head) (-instalign8=inmost-loop)	Aligns instructions at branch destinations to 8-byte boundaries (Contains head of each inmost loop).
Generates divisions and residues with DIV, DIVU, and the FDIV instruction	Selects whether to generate divisions and residues with DIV, DIVU, and the FDIV instruction. This corresponds to the -nouse_div_inst option of the compiler.		
	Default	Yes	
	How to change	Select from the drop-down list.	
	Restriction	Yes	Generates code in which DIV, DIVU, or FDIV instructions are used.
		No (-nouse_div_inst)	Generates code in which no DIV, DIVU, or FDIV instructions are used.

Character code of an output assembly-language file	Selects character code of an output assembly-language file. This corresponds to the -outcode option of the compiler. [Traditional Chinese character (-big5)] and [Simplified Chinese character (-gb2312)] are displayed when [Always latest version which was installed] in the [Using compiler package version] property in the [Version Select] category from the [Common Options] tab is selected and the latest version is V2.00.00 or higher or when V2.00.00 or higher is selected in the [Using compiler package version] property. [UTF-8 code (-outcode=utf8)] cannot be selected in the following cases. - When [Always latest version which was installed] in the [Using compiler package version] property is selected and the latest version is V2.04.00 or lower or when V2.04.00 or lower is selected in the [Using compiler package version] property - When [C(C89) (-lang=c)] in the [Language of the C source file] property in the [Source] category is selected		
	Default	SJIS code (-outcode=sjis)	
	How to change	Select from the drop-down list.	
	Restriction	EUC code (-outcode=euc)	Outputs characters in strings and character constants using EUC.
		SJIS code (-outcode=sjis)	Outputs characters in strings and character constants using SJIS.
		UTF-8 code (-outcode=utf8)	Outputs characters in strings and character constants using UTF-8.
		Traditional Chinese character (-outcode=big5)	Outputs characters in strings and character constants using Traditional Chinese character.
		Simplified Chinese character (-outcode=gb2312)	Outputs characters in strings and character constants using Simplified Chinese character.

(3) [Quality Improvement]
The detailed information on the quality improvement is displayed and the configuration can be changed.

Detect stack overflow	Selects whether to detect the stack overflow. This property is usable only in the Professional Edition. Detection of stack overflow is a feature for writing a value outside the valid stack area before entering a function and checking whether that value is rewritten before exiting the function. Upon detection, the user-defined __stack_chk_fail() function is called. See "CC-RX Compiler User's Manual" about the difference between [Yes(-Xstack_protector)] and [Yes(All)(-Xstack_protector_all)]. This corresponds to the -Xstack_protector and -Xstack_protector_all options of the ccrx command. This property is displayed when [Always latest version which was installed] in the [Using compiler package version] property in the [Version Select] category from the [Common Options] tab is selected and the latest version is V2.04.00 or higher or when V2.04.00 or higher is selected in the [Using compiler package version] property.		
	Default	No(None)	
	How to change	Select from the drop-down list.	
	Restriction	Yes(-Xstack_protector)	Detects the stack overflow.
		Yes(All)(-Xstack_protector_all)	Detects the stack overflow for all functions.
		No(None)	Does not detect the stack overflow.

Value to be embedded for detecting stack overflow	Specifies the value to be embedded for detecting the stack overflow. This property is usable only in the Professional Edition. This corresponds to the -Xstack_protector and -Xstack_protector_all options of the ccrx command. This property is displayed in the following cases. - When [Always latest version which was installed] in the [Using compiler package version] property in the [Version Select] category from the [Common Options] tab is selected and the latest version is 2.04.00 or higher or when 2.04.00 or higher is selected in the [Using compiler package version] property - When other than [No(None)] in the [Detect stack overflow] property is selected		
	Default	Blank	
	How to change	Directly enter in the text box.	
	Restriction	0 to 4294967295 (decimal number)	

(4) [List]
The detailed information on list file is displayed and the configuration can be changed.
This category is displayed only when [Object module file (-output=obj)] in the [Output file type] property in the [Object] category.

Outputs a source list file	Selects whether to output a source list file. This corresponds to the -listfile and -nolistfile option of the compiler.		
	Default	No	
	How to change	Select from the drop-down list.	
	Restriction	Yes (-lisfile)	Outputs a source list file.
		No (-nolistfile)	Disable output of a source list file.
Outputs the C/C++ source file	Specifies the contents of the source list file. Selects whether to output the C/C++ source file. This corresponds to the -show option of the compiler. This property is not displayed when [Yes (-lisfile)] in the [Outputs a source list file] property is selected.		
	Default	No	
	How to change	Select from the drop-down list.	
	Restriction	Yes (-show=source)	Outputs the C/C++ source file.
		No	Does not output the C/C++ source file.
Outputs the statements unsatisfied in conditional assembly	Specifies the contents of the source list file. Selects whether to output the statements unsatisfied in conditional assembly. This corresponds to the -show option of the compiler. This property is not displayed when [Yes (-lisfile)] in the [Outputs a source list file] property is selected.		
	Default	No	
	How to change	Select from the drop-down list.	
	Restriction	Yes (-show=conditionals)	Outputs the statements unsatisfied in conditional assembly.
		No	Does not output the statements unsatisfied in conditional assembly.

Outputs the information before .DEFINE replacement	Specifies the contents of the source list file. Selects whether to output the information before .DEFINE replacement. This corresponds to the -show option of the compiler. This property is not displayed when [Yes (-lisfile)] in the [Outputs a source list file] property is selected.		
	Default	No	
	How to change	Select from the drop-down list.	
	Restriction	Yes (-show=definitions)	Outputs the information before .DEFINE replacement.
		No	Does not output the information before .DEFINE replacement.
Outputs the assembler macro expansion statements	Specifies the contents of the source list file. Selects whether to output the assembler macro expansion statements. This corresponds to the -show option of the compiler. This property is not displayed when [Yes (-lisfile)] in the [Outputs a source list file] property is selected.		
	Default	No	
	How to change	Select from the drop-down list.	
	Restriction	Yes (-show=expansions)	Outputs the assembler macro expansion statements.
		No	Does not output the assembler macro expansion statements.

(5) [Optimization]
The detailed information on the optimization is displayed and the configuration can be changed.

Optimization level	Selects optimization level. This corresponds to the -optimize option of the compiler.		
	Default	2 (-optimize=2)	
	How to change	Select from the drop-down list.	
	Restriction	0 (-optimize=0)	Does not optimize the program.
		1 (-optimize=1)	Partially optimizes the program by automatically allocating variables to registers, integrating the function exit blocks, integrating multiple instructions which can be integrated, etc.
		2 (-optimize=2)	Performs overall optimization.
		Max (-optimize=max)	Performs optimization as much as possible.
Outputs additional information for inter-module optimization	Selects whether to output additional information for inter-module optimization. At linkage, inter-module optimization is applied to files for which this option has been specified. This corresponds to the -goptimize option of the compiler.		
	Default	No	
	How to change	Select from the drop-down list.	
	Restriction	Yes (-goptimize)	Outputs additional information for inter-module optimization.
		No	Does not outputs additional information for inter-module optimization.
Optimization type	Selects optimization type. This corresponds to the -speed and -size option of the compiler.		
	Default	Optimizes with emphasis on code size (-size)	
	How to change	Select from the drop-down list.	
	Restriction	Optimizes with emphasis on execution performance (-speed)	Optimizes with emphasis on execution performance.
		Optimizes with emphasis on code size (-size)	Optimizes with emphasis on code size.
Loop expansion	Selects whether to optimize the loop expansion (for, while, and do-while). This corresponds to the -loop option of the compiler.		
	Default	Depends on the optimization level and optimization type options	
	How to change	Select from the drop-down list.	
	Restriction	Depends on the optimization level and optimization type options	Depends on the optimization level and optimization type options.
		Expansion (-loop=<numeric value>)	Expands loop statements (for, while, and do-while).

Expansion maximum number	Specifies expansion maximum number. This corresponds to the suboption of -loop option of the compiler. This property is displayed only when [Expansion (-loop=<numeric value>)] in the [Loop expansion] property is selected.		
	Default	2 (decimal number)	
	How to change	Directly enter in the text box.	
	Restriction	1 to 32 (decimal number)	
Performs inline expansion automatically	Selects whether to perform inline expansion automatically. This option corresponds to the -inline and -noinline option of the compiler.		
	Default	Depends on the optimization level and optimization type options	
	How to change	Select from the drop-down list.	
	Restriction	Depends on the optimization level and optimization type options	Depends on the optimization level and optimization type options.
		Yes (-inline=<numeric value>)	Performs inline expansion automatically.
		No (-noinline)	Does not perform inline expansion automatically.
Maximum increasing rate of function size	Specifies maximum increasing rate of function size. For example, when 100 is specified, inline expansion will be performed until the function size has increased by 100% (size is doubled). This option corresponds to the -inline option of the compiler. This property is displayed only when [Yes (-inline=<numeric value>)] in the [Performs inline expansion automatically] property is selected.		
	Default	100 (decimal number)	
	How to change	Select from the drop-down list.	
	Restriction	1 to 65535 (decimal number)	

<table>
<tr><td>Files for inter-file inline expansion</td><td colspan="3">Specifies files for inter-file inline expansion.
This option is valid only when the inline option or #pragma inline has been specified.
The following placeholders are supported.
%BuildModeName%: Replaces with the build mode name.
%ProjectName%: Replaces with the project name.
%MicomToolPath%: Replaces with the absolute path of the product install folder.
This option corresponds to the -file_inline option of the compiler.
The file name is displayed as the subproperty.
This property is displayed only in the following cases.
- When [Always latest version which was installed] in the [Using compiler package version] property in the [Version Select] category from the [Common Options] tab is selected and the latest version is V2.00.00 or lower or when V2.00.00 or lower is selected in the [Using compiler package version] property
- When [Object module file (-output=obj)] in the [Output file type] property in the [Object] category is selected</td></tr>
<tr><td></td><td>Default</td><td colspan="2">Files for inter-file inline expansion[number of defined items]</td></tr>
<tr><td></td><td>How to change</td><td colspan="2">Click the [...] button to open the Path Edit dialog box.
-> Edit by the Add Inline Expansion File dialog box which appears when clicking the [Browse...] button.
For the subproperty, you can use the text box directly enter the text.</td></tr>
<tr><td></td><td>Restriction</td><td colspan="2">Up to 259 characters
Up to 65536 items can be specified.</td></tr>
<tr><td>Expansion method of the switch statement</td><td colspan="3">Selects expansion method of the switch statement.
This corresponds to the -case option of the compiler.</td></tr>
<tr><td></td><td>Default</td><td colspan="2">Compiler automatically selects (-case=auto)</td></tr>
<tr><td></td><td>How to change</td><td colspan="2">Select from the drop-down list.</td></tr>
<tr><td></td><td rowspan="3">Restriction</td><td>if_then method (-case=ifthen)</td><td>Expands the switch statement using the if_then method.</td></tr>
<tr><td></td><td>Jumping to a table method (-case=table)</td><td>Expands the switch statement by using the table method.</td></tr>
<tr><td></td><td>Compiler automatically selects (-case=auto)</td><td>Automatically selects the if_then method or table method.</td></tr>
<tr><td>Handles external variables as if they are volatile qualified</td><td colspan="3">Selects whether to handle all external variables as if they are volatile qualified.
This corresponds to the -volatile and -novolatile option of the compiler.</td></tr>
<tr><td></td><td>Default</td><td colspan="2">No (-novolatile)</td></tr>
<tr><td></td><td>How to change</td><td colspan="2">Select from the drop-down list.</td></tr>
<tr><td></td><td rowspan="2">Restriction</td><td>Yes (-volatile)</td><td>Handles all external variables as if they were volatile qualified.</td></tr>
<tr><td></td><td>No (-novolatile)</td><td>Does not handle external variables as if they were volatile qualified.</td></tr>
</table>

Performs the constant propagation of const qualified external variables	Selects whether to perform the constant propagation of const qualified external variables. Const qualified variables in a C++ source file cannot be controlled by this option (constant propagation is always performed). This corresponds to the -const_copy and -noconst_copy option of the compiler.		
	Default	Depends on the optimization level options	
	How to change	Select from the drop-down list.	
	Restriction	Depends on the optimization level options	Depends on the optimization level options.
		Yes (-const_copy)	Enables constant propagation of const qualified external variables.
		No (-noconst_copy)	Disables constant propagation of const qualified external variables.
Conversion method of the divisions and residues of integer constants	Selects conversion method of the divisions and residues of integer constants. This corresponds to the -const_div and -noconst_div option of the compiler.		
	Default	Depends on the optimization type option	
	How to change	Select from the drop-down list.	
	Restriction	Depends on the optimization type option	Depends on the optimization type option
		Instruction sequence using multiplication (-const_div)	Performs constant division (residue) by an instruction sequence using multiplication.
		Instruction sequence using division (-noconst_div)	Performs constant division (residue) by an instruction sequence using division.
Expansion method of the library function	Selects expansion method of the library function. This corresponds to the -library option of the compiler.		
	Default	Performs instruction expansion of several library functions (-library=intrinsic)	
	How to change	Select from the drop-down list.	
	Restriction	Calls library functions (-library=function)	Calls all library functions.
		Performs instruction expansion of several library functions (-library=intrinsic)	Performs instruction expansion for abs(), fabsf(), and library functions which can use string manipulation instructions.

Divides the optimizing ranges into many sections before compilation	Selects whether to divide the optimizing ranges of the large-size function into many sections before compilation. This corresponds to the -scope and -noscope option of the compiler.		
	Default	Depends on the optimization level option	
	How to change	Select from the drop-down list.	
	Restriction	Depends on the optimization level option	Depends on the optimization level option.
		Yes (-scope)	Divides the optimizing ranges of the large-size function into many sections before compilation.
		No (-noscope)	Does not divide the optimizing ranges before compilation.
Schedules the instruction taking into consideration pipeline processing	Selects whether to schedule the instruction taking into consideration pipeline processing. This corresponds to the -schedule and -noschedule option of the compiler.		
	Default	Depends on the optimization level option	
	How to change	Select from the drop-down list.	
	Restriction	Depends on the optimization level option	Depends on the optimization level option.
		Yes (-schedule)	Schedules instructions taking into consideration pipeline processing.
		No (-noschedule)	Does not schedule instructions.
Optimizes accesses to external variables	Selects whether to optimize accesses to external variables. This corresponds to the -nomap, -smap and -map option of the compiler. "Yes(Optimizes the inter-module)(-map)" is hidden when it is library project.		
	Default	- When [Max (-optimize=max)] in the [Optimization level] property is selected Yes(Optimizes the inter-module) (-map) - Other than above No (-nomap)	
	How to change	Select from the drop-down list.	
	Restriction	Yes(Optimizes the inner-module) (-smap)	Optimizes accesses to external variables which are defined in the file to be compiled.
		Yes(Optimizes the inter-module) (-map)	Optimizes accesses to external variables.
		No (-nomap)	Disables optimization for accesses to external variables.

Perform inter-module optimization	Specifies the level of inter-module optimization (such as function merging). Only [Yes(Level 1)(Perform)(-ip_optimize)] and [No] are displayed when [No] in the [Build simultaneously] property in the [Build Method] category from the [Common Options] tab is selected. This corresponds to the -whole_program, -merge_files, and -ip_optimize options of the compiler. This property is displayed when [Always latest version which was installed] in the [Using compiler package version] property in the [Version Select] category from the [Common Options] tab is selected and the latest version is V2.00.00 or higher or when V2.00.00 or higher is selected in the [Using compiler package version] property.		
	Default	No	
	How to change	Select from the drop-down list.	
	Restriction	Yes(Level 3)(Perform with assuming it the whole program)(-whole_program)	Performs inter-module optimization assuming that the source files comprise the entire program. However, operation is not guaranteed if the preconditions are not met. See "CC-RX Compiler User's Manual" for details about the preconditions.
		Yes(Level 2)(Perform with merging files)(-merge_files, -ip_optimize)	Merges two or more C source files and performs inter-module optimization. This item is displayed only when two or more source files are added to the proj-ect.
		Yes(Level 1)(Perform)(-ip_optimize)	Performs inter-module optimization for each file.
		No	Does not perform inter-module optimiza-tion.
Converts floating-point constant division into multiplication	Selects whether to convert floating-point constant division into multiplication of the corresponding reciprocals as constants. This corresponds to the -approxdiv option of the compiler.		
	Default	No	
	How to change	Select from the drop-down list.	
	Restriction	Yes (-approxdiv)	Converts floating-point constant division into multiplication.
		No	Does not convert floating-point constant division into multiplication.

Allocates preferentially the variables with register storage class specification to registers	Selects whether to allocate preferentially the variables with register storage class specification to registers. This corresponds to the -enable_register option of the compiler. This property is displayed only in the following cases. - When [Always latest version which was installed] in the [Using compiler package version] property in the [Version Select] category from the [Common Options] tab is selected and the latest version is V2.00.00 or lower or when V2.00.00 or lower is selected in the [Using compiler package version] property - When [Object module file (-output=obj)] in the [Output file type] property in the [Object] category is selected		
	Default	No	
	How to change	Select from the drop-down list.	
	Restriction	Yes (-enable_register)	Allocates preferentially the variables with register storage class specification to registers.
		No	Does not allocate preferentially the variables with register storage class specification to registers.
Omits a check of the range for conversion between the floating type and unsigned integer type	Selects whether to omit a check of the range for conversion between the floating type and unsigned integer type. When "Yes" is specified, code performance of the relevant type conversion processing is improved. The conversion result may, however, differ from C/C++ language specifications, so take care on this point. This corresponds to the -simple_float_conv option of the compiler.		
	Default	No	
	How to change	Select from the drop-down list.	
	Restriction	Yes (-simple_float_conv)	Omits part of the type conversion processing for the floating type.
		No	Does not omit part of the type conversion processing for the floating type.
Performs optimization considering the type of the data indicated by the pointer	Selects whether to perform optimization considering the type of the data indicated by the pointer. Although the performance of object code is generally better than when -alias=noansi is specified, the results of execution may differ according to whether -alias=ansi or alias=noansi is specified. This corresponds to the -alias option of the compiler.		
	Default	No (-alias=noansi)	
	How to change	Select from the drop-down list.	
	Restriction	Yes (-alias=ansi)	Performs optimization considering the type of the data indicated by the pointer.
		No (-alias=noansi)	Does not perform optimization considering the type of the data indicated by the pointer.

Optimizes modification of the operation order of a floating-point expression	Selects whether to optimize modification of the operation order of a floating-point expression. Specifying the -float_order option generally improves the object performance compared to when not specifying it. However, the accuracy of operations may differ from that when -float_order is not specified. This corresponds to the -float_order option of the compiler. This property is valid only when [2 (-optimize=2)] or [Max (-optimize=max)] in the [Optimization level] property is specified.		
	Default	No	
	How to change	Select from the drop-down list.	
	Restriction	Yes (-float_order)	Optimizes modification of the operation order in a floating-point expression.
		No	Does not optimize modification of the operation order in a floating-point expression.

(6) [Output File]
The detailed information on the output file check is displayed and the configuration can be changed.

Output assembly source file	Selects whether to output the assembly source file of the compile result for the C source. This corresponds to the -output=src option of the compiler.		
	Default	Configuration of the compile option	
	How to change	Select from the drop-down list.	
	Restriction	Yes(-output=src)	Outputs the assembly source file of the compile result for the C source.
		No	Does not output the assembly source file of the compile result for the C source.
Output preprocessed source file	Selects whether to output the execution result of preprocessing for the source file to a file. This corresponds to the -output=prep, -noline option of the compiler.		
	Default	Configuration of the compile option	
	How to change	Select from the drop-down list.	
	Restriction	Yes(-output=prep)	Outputs the execution result of preprocessing for the source file to a file.
		Yes(Suppress #line)(-output=prep -noline)	Outputs the execution result of preprocessing (suppress #line) for the source file to a file.
		No	Does not output the execution result of preprocessing for the source file to a file.

(7) [MISRA C rule check]
The detailed information on the MISRA-C rule check are displayed and the configuration can be changed.
20*XX* in the following table corresponds to 2012 or 2004 in particular.

MISRA-C specification	Selects the MISRA-C specification. This property is usable only in the Professional Edition. This property is displayed when [Always latest version which was installed] in the [Using compiler package version] property in the [Version Select] category from the [Common Options] tab is selected and the latest version is V2.04.00 or higher or when V2.04.00 or higher is selected in the [Using compiler package version] property.		
	Default	MISRA-C 2012	
	How to change	Select from the drop-down list.	
	Restriction	MISRA-C 2012	Settings for MISRA-C 2012 are made in the subsequent properties.
		MISRA-C 2004	Settings for MISRA-C 2004 are made in the subsequent properties.
Apply rule	Selects to apply MISRA C rule. This property is usable only in the Professional Edition. This option corresponds to the -misra20*XX* option of the compiler.		
	Default	Not apply rule	
	How to change	Select from the drop-down list.	
	Restriction	Apply all rules (-misra20*XX*=all)	Checks the source code against all of the rules that are supported.
		Apply specified rule number (-misra20*XX*=apply)	Checks the source code against the rules with the selected numbers.
		Ignore specified rule number(-misra20*XX*=ignore)	Checks the source code against the rules other than those with the selected numbers.
		Apply rules that are classified as "required" (-misra20*XX*=required)	Checks the source code against the rules of the "required" type.
		Apply rules that are classified as "required" and specified rule number (-misra20*XX*=required_add)	Checks the source code against the rules of the "required" type and the rules with the selected numbers.
		Ignore specified rule number from rules that are classified as "required" (-misra20*XX*=required_remove)	Checks the source code against the rules other than those with the selected numbers among the rules of the "required" type.
		Apply rules that are described in the specified file (-misra20*XX*=<file name>)	Checks the source code against the rules with the numbers written in the specified file.
		Not apply rule	Does not apply MISRA C rule.

Rule number description file	Specifies Rule number description file(misra20*XX* rule file). This property is usable only in the Professional Edition. The following placeholders are supported. %BuildModeName%: Replaces with the build mode name. %MicomToolPath%: Replaces with the absolute path of the product install folder. %ProjectName%: Replaces with the project name. This option corresponds to the -misra20*XX* option of the compiler. This property is displayed only when [Apply rules that are described in the specified file (-misra20*XX*=<file name>)] in the [Apply rule] property is selected.	
	Default	Blank
	How to change	Directly enter to the text box or edit by the Specify Misra-C Rule File dialog box which appears when clicking the [...] button.
	Restriction	Up to 259 characters
Rule number	Specifies the rule number. This property is usable only in the Professional Edition. One or more rule numbers always in decimal must be specified. This option corresponds to the -misra20*XX* option of the compiler. This property is displayed only when [Apply specified rule number (-misra20*XX*=apply)] in the [Apply rule] property is selected.	
	Default	Blank
	How to change	Directly enter to the text box or edit by the Specify Rule Number dialog box which appears when clicking the [...] button.
	Restriction	Up to 259 characters
Exclusion rule number	Specifies the exclusion rule number. This property is usable only in the Professional Edition. One or more rule numbers always in decimal must be specified. This option corresponds to the -misra20*XX* option of the compiler. This property is displayed only when [Ignore specified rule number(-misra20*XX*=ignore)] in the [Apply rule] property is selected.	
	Default	Blank
	How to change	Directly enter to the text box or edit by the Specify Rule Number dialog box which appears when clicking the [...] button.
	Restriction	Up to 259 characters
Check rule number besides required rule	Specifies the check rule number besides required rule. This property is usable only in the Professional Edition. One or more rule numbers always in decimal must be specified. This option corresponds to the -misra20*XX* option of the compiler. This property is displayed only when [Apply rules that are classified as "required" and specified rule number (-misra20*XX*=required_add)] in the [Apply rule] property is selected.	
	Default	Blank
	How to change	Directly enter to the text box or edit by the Specify Rule Number dialog box which appears when clicking the [...] button.
	Restriction	Up to 259 characters

Exclusion rule number from required rule	Specifies the exclusion rule number from required rule. This property is usable only in the Professional Edition. One or more rule numbers always in decimal must be specified. This option corresponds to the -misra20*XX* option of the compiler. This property is displayed only when [Ignore specified rule number from rules that are classified as "required" (-misra20*XX*=required_remove)] in the [Apply rule] property is selected.		
	Default	Blank	
	How to change	Directly enter to the text box or edit by the Specify Rule Number dialog box which appears when clicking the [...] button.	
	Restriction	Up to 259 characters	
Rule check exclusion file	Specifies rule check exclusion file. This property is usable only in the Professional Edition. The following placeholders are supported. %BuildModeName%: Replaces with the build mode name. %MicomToolPath%: Replaces with the absolute path of the product install folder. %ProjectName%: Replaces with the project name. This option corresponds to the -ignore_files_misra option of the compiler. This option is not display when [Not apply rule] in the [Apply rule] property has been specified.		
	Default	Rule check exclusion file[*number of defined items*]	
	How to change	Edit by the Text Edit dialog box which appears when clicking the [...] button. For the subproperty, you can enter directly in the text box.	
	Restriction	Up to 259 characters Up to 65536 items can be specified.	
Outputs message of the enhanced key word and extended specifications	Selects whether to output message of the enhanced key word and extended specifications. This property is usable only in the Professional Edition. This option corresponds to the -check_language_extension option. This option is not display when [Not apply rule] in the [Apply rule] property has been specified.		
	Default	No	
	How to change	Select from the drop-down list.	
	Restriction	Yes (-check_language_extension)	Enables complete checking against the MISRA-C rules for parts of the code where it would otherwise be suppressed due to individual extensions from the C/C++ language specification.
		No	Disables complete checking against the MISRA-C rules for parts of the code where it would otherwise be suppressed due to individual extensions from the C/C++ language specification.

(8) [Others]
Other detailed information on compilation is displayed and the configuration can be changed.

Outputs the copyright	Selects whether to output the copyright. This corresponds to the -nologo option of the compiler.		
	Default	No (-nologo)	
	How to change	Select from the drop-down list.	
	Restriction	Yes (-logo)	Outputs the copyright.
		No (-nologo)	Disables output of the copyright.
Outputs the cross reference information	Selects whether to output cross reference information. It is necessary to change the setting of the property of "Program Analyzer" to change this option.		
	Default	No	
	How to change	Select from the drop-down list.	
	Restriction	Yes(-Xcref)	Outputs the cross reference information.
		No	Does not output of the cross reference information.
Commands executed before compile processing	Specifies the command to be executed before compile processing. Use the call instruction to specify a batch file (example: call a.bat). The following placeholders are supported. %ActiveProjectDir%: Replaces with the absolute path of the active project folder. %ActiveProjectName%: Replaces with the active project name. %BuildModeName%: Replaces with the build mode name. %CompiledFile%: Replaces with the absolute path of the output file under compiling. %InputFile%: Replaces with the absolute path of the file to be compiled. %MainProjectDir%: Replaces with the absolute path of the main project folder. %MainProjectName%: Replaces with the main project name. %MicomToolPath%: Replaces with the absolute path of the install folder of this product. %OutputDir%: Replaces with the absolute path of the output folder. %OutputFile%: Replaces with the absolute path of the output file. %Program%: Replaces with the file name of the running program. %ProjectDir%: Replaces with the absolute path of the project folder. %ProjectName%: Replaces with the project name. %TempDir%: Replaces with the absolute path of the temporary folder. %WinDir%: Replaces with the absolute path of the Windows system folder. When "#!python" is described in the first line, the contents from the second line to the last line are regarded as the script of the Python console, and then executed before compile processing. The placeholders can be described in the script. The specified command is displayed as the subproperty.		
	Default	Commands executed before compile processing[*number of defined items*]	
	How to change	Edit by the Text Edit dialog box which appears when clicking the [...] button. For the subproperty, you can use the text box directly enter the text.	
	Restriction	Up to 1023 characters Up to 64 items can be specified.	

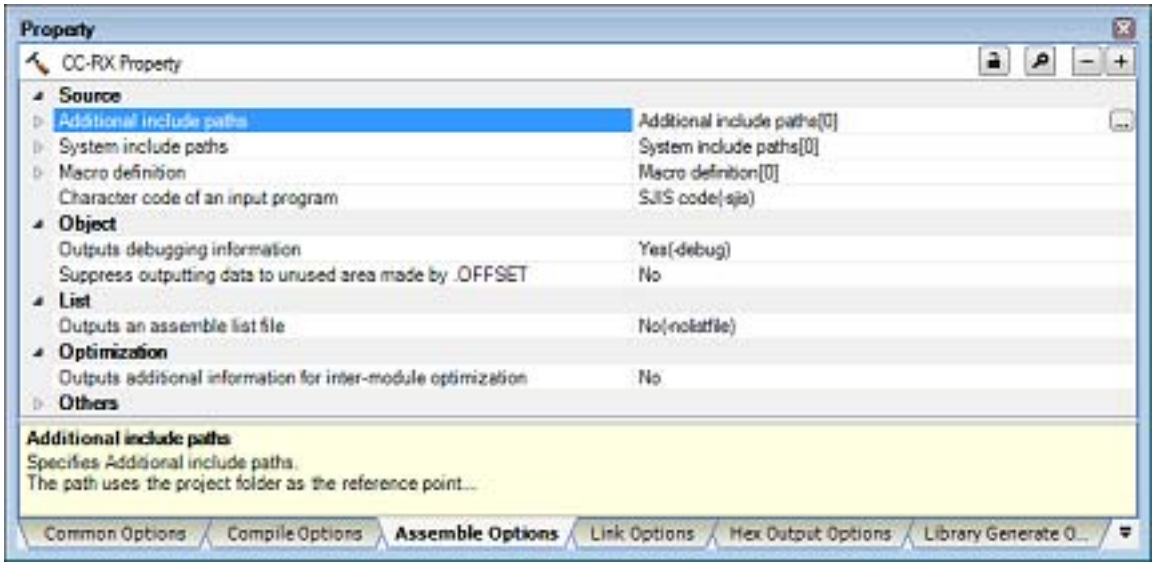
Commands executed after compile processing	Specifies the command to be executed after compile processing. Use the call instruction to specify a batch file (example: call a.bat). The following placeholders are supported. %ActiveProjectDir%: Replaces with the absolute path of the active project folder. %ActiveProjectName%: Replaces with the active project name. %BuildModeName%: Replaces with the build mode name. %CompiledFile%: Replaces with the absolute path of the output file under compiling. %InputFile%: Replaces with the absolute path of the file to be compiled. %MainProjectDir%: Replaces with the absolute path of the main project folder. %MainProjectName%: Replaces with the main project name. %MicomToolPath%: Replaces with the absolute path of the install folder of this product. %OutputDir%: Replaces with the absolute path of the output folder. %OutputFile%: Replaces with the absolute path of the output file. %Program%: Replaces with the file name of the running program. %ProjectDir%: Replaces with the absolute path of the project folder. %ProjectName%: Replaces with the project name. %TempDir%: Replaces with the absolute path of the temporary folder. %WinDir%: Replaces with the absolute path of the Windows system folder. When "#!python" is described in the first line, the contents from the second line to the last line are regarded as the script of the Python console, and then executed after compile processing. The placeholders can be described in the script. The specified command is displayed as the subproperty.	
	Default	Commands executed after compile processing[*number of defined items*]
	How to change	Edit by the Text Edit dialog box which appears when clicking the [...] button. For the subproperty, you can use the text box directly enter the text.
	Restriction	Up to 1023 characters Up to 64 items can be specified.
Other additional options	Inputs the compile options to be added additionally. The options set here are added at the end of the compile options group.	
	Default	Blank
	How to change	Directly enter to the text box or edit by the Character String Input dialog box which appears when clicking the [...] button.
	Restriction	Up to 259 characters
Command line	The specified option is displayed.	
	Default	Command line[*number of defined items*]
	How to change	Changes not allowed

[Assemble Options] tab

This tab shows the detailed information on the assemble phase categorized by the following and the configuration can be changed.

(1) [Source]
(2) [Object]
(3) [List]
(4) [Optimization]
(5) [Others]

Figure A.4 Property Panel: [Assemble Options] Tab



Remark This figure is the image when the version of the compiler package is V2.00.00 or higher.

[Description of each category]

(1) [Source]
The detailed information on the source is displayed and the configuration can be changed.

<table>
<tr><td rowspan="4">Additional include paths</td><td colspan="2">Specifies the name of the path to the folder that stores the include file.
The following placeholders are supported.
%ActiveProjectDir%: Replaces with the absolute path of the active project folder.
%ActiveProjectName%: Replaces with the active project name.
%BuildModeName%: Replaces with the build mode name.
%MainProjectDir%: Replaces with the absolute path of the main project folder.
%MainProjectName%: Replaces with the main project name.
%MicomToolPath%: Replaces with the absolute path of the install folder of this product.
%ProjectDir%: Replaces with the absolute path of the project folder.
%ProjectName%: Replaces with the project name.
%TempDir%: Replaces with the absolute path of the temporary folder.
%WinDir%: Replaces with the absolute path of the Windows system folder.
The reference point of the path is the project folder.
This corresponds to the -include option of the assembler.
The specified include path is displayed as the subproperty.</td></tr>
<tr><td>Default</td><td>Additional include paths[number of defined items]</td></tr>
<tr><td>How to change</td><td>Edit by the Path Edit dialog box which appears when clicking the [...] button.
For the subproperty, you can use the text box directly enter the text.</td></tr>
<tr><td>Restriction</td><td>Up to 247 characters
Up to 65536 items can be specified.</td></tr>
<tr><td rowspan="3">System include paths</td><td colspan="2">Changes the specified order of the include paths which the system set during assembling.
This corresponds to the -include option of the assembler.</td></tr>
<tr><td>Default</td><td>System include paths[number of defined items]</td></tr>
<tr><td>How to change</td><td>Edit by the System Include Path Order dialog box which appears when clicking the [...] button.</td></tr>
<tr><td>Restriction</td><td>Changes not allowed (Only the specified order of the include paths can be changed.)</td></tr>
<tr><td rowspan="4">Macro definition</td><td colspan="2">Specifies the macro name to be defined.
Specifies in the format of "macro name=string", with one macro name per line.
This corresponds to the -define option of the assembler.
The specified macro is displayed as the subproperty.</td></tr>
<tr><td>Default</td><td>Macro definition[number of defined items]</td></tr>
<tr><td>How to change</td><td>Edit by the Text Edit dialog box which appears when clicking the [...] button.
For the subproperty, you can use the text box directly enter the text.</td></tr>
<tr><td>Restriction</td><td>Up to 32767 characters
Up to 65536 items can be specified.</td></tr>
</table>

Character code of an input program	Selects character code of an input program. This corresponds to the -euc, -sjis,-latin1, -big5 and -gb2312 option of the assembler. [Traditional Chinese character (-big5)] and [Simplified Chinese character (-gb2312)] are displayed when [Always latest version which was installed] in the [Using compiler package version] property in the [Version Select] category from the [Common Options] tab is selected and the latest version is V2.00.00 or higher or when V2.00.00 or higher is selected in the [Using compiler package version] property. [UTF-8 code (-utf8)] is displayed when [Always latest version which was installed] in the [Using compiler package version] property is selected and the latest version is V2.04.00 or higher or when V2.04.00 or higher is selected in the [Using compiler package version] property.		
	Default	SJIS code (-sjis)	
	How to change	Select from the drop-down list.	
	Restriction	EUC code (-euc)	Handles the characters in strings, character constants, and comments by using EUC.
		SJIS code (-sjis)	Handles the characters in strings, character constants, and comments by using SJIS.
		ISO-Latin1 code (-latin1)	Handles the characters in strings, character constants, and comments by using ISO-Latin1.
		UTF-8 code (-utf8)	Handles the characters in strings, character constants, and comments by using UTF-8.
		Traditional Chinese character (-big5)	Handles the characters in strings, character constants, and comments by using Traditional Chinese character.
		Simplified Chinese character (-gb2312)	Handles the characters in strings, character constants, and comments by using Simplified Chinese character.

(2) [Object]
The detailed information on the object is displayed and the configuration can be changed.

Path of the output folder	Specifies the output destination folder for the output file. The following placeholders are supported. %BuildModeName%: Replaces with the build mode name. %ProjectName%: Replaces with the project name. %MicomToolPath%: Replaces with the absolute path of the product install folder. If this is blank, it is assumed that the project folder has been specified. This corresponds to the -output option of the assembler. This property is displayed when [Always latest version which was installed] in the [Using compiler package version] property in the [Version Select] category from the [Common Options] tab is selected and the latest version is V2.00.00 or lower or when V2.00.00 or lower is selected in the [Using compiler package version] property.	
	Default	%BuildModeName%
	How to change	Directly enter in the text box or edit by the Browse For Folder dialog box which appears when clicking the [...] button.
	Restriction	Up to 247 characters

Outputs debugging information	Selects whether to output debugging information to object module files. This corresponds to the -debug and -nodebug options of the assembler. This property is displayed only when [No] in the [Build simultaneously] property in the [Build Method] category from the [Common Options] tab is selected.		
	Default	Yes (-debug)	
	How to change	Select from the drop-down list.	
	Restriction	Yes (-debug)	Outputs debugging information to object module files.
		No (-nodebug)	Does not output debugging information to object module files.
Suppress outputting data to unused area made by .OFFSET	Selects whether to suppress outputting data to the unused area made by .OFFSET. This corresponds to the -create_unfilled_area option of the assembler. This property is displayed when [Always latest version which was installed] in the [Using compiler package version] property in the [Version Select] category from the [Common Options] tab is selected and the latest version is V2.03.00 or lower or when V2.03.00 or lower is selected in the [Using compiler package version] property.		
	Default	No	
	How to change	Select from the drop-down list.	
	Restriction	Yes(-create_unfilled_area)	Suppresses outputting data to the unused area made by .OFFSET.
		No	Does not suppress outputting data to the unused area made by .OFFSET.

(3) [List]

The detailed information on the list is displayed and the configuration can be changed.
This category is displayed only when [No] in the [Build simultaneously] property in the [Build Method] category from the [Common Options] tab is selected.

Outputs a assemble list file	Selects whether to output an assemble list file. This corresponds to the -listfile and -nolistfile option of the assembler.		
	Default	No (-nolistfile)	
	How to change	Select from the drop-down list.	
	Restriction	Yes (-listfile)	Outputs an assemble list file.
		No (-nolistfile)	Does not output an assemble list file.

Outputs the statements unsatisfied in conditional assembly	Specifies the contents of the assemble list file. Selects whether to output the statements unsatisfied in conditional assembly. This corresponds to the -show option of the assembler. This property is displayed only when [Yes (-listfile)] in the [Output a assemble list file] property is selected.		
	Default	No	
	How to change	Select from the drop-down list.	
	Restriction	Yes (-show=conditionals)	Outputs the statements unsatisfied in conditional assembly.
		No	Does not output the statements unsatisfied in conditional assembly.
Outputs the information before .DEFINE replacement	Specifies the contents of the assemble list file. Selects whether to output the information before .DEFINE replacement. This corresponds to the -show option of the assembler. This property is displayed only when [Yes (-listfile)] in the [Output a assemble list file] property is selected.		
	Default	No	
	How to change	Select from the drop-down list.	
	Restriction	Yes (-show=definitions)	Outputs the information before replacement specified with .DEFINE.
		No	Does not output the information before replacement specified with .DEFINE.
Outputs the assembler macro expansion statements	Specifies the contents of the assemble list file. Selects whether to output the assembler macro expansion statements. This corresponds to the -show option of the assembler. This property is displayed only when [Yes (-listfile)] in the [Output a assemble list file] property is selected.		
	Default	No	
	How to change	Select from the drop-down list.	
	Restriction	Yes (-show=expansions)	Outputs the macro expansion statements.
		No	Does not output the macro expansion statements.

(4) [Optimization]
The detailed information on the optimization is displayed and the configuration can be changed.
This category is displayed only when [No] in the [Build simultaneously] property in the [Build Method] category from the [Common Options] tab is selected.

Output additional information for inter-module optimization	Selects whether to output additional information for inter-module optimization. At linkage, inter-module optimization is applied to files for which this option has been specified. This corresponds to the -goptimize option of the assembler.		
	Default	No	
	How to change	Select from the drop-down list.	
	Restriction	Yes (-goptimize)	Outputs additional information for inter-module optimization.
		No	Does not output additional information for inter-module optimization.

(5) [Others]
Other detailed information on assembly is displayed and the configuration can be changed.

Checks for a privileged instruction	Selects whether to check for a privileged instruction. This corresponds to the -chkpm option of the assembler.		
	Default	No	
	How to change	Select from the drop-down list.	
	Restriction	Yes (-chkpm)	Checks for a privileged instruction.
		No	Does not check for a privileged instruction.
Checks for a floating-point operation instruction	Selects whether to check for a floating-point operation instruction. This corresponds to the -chkfpu option of the assembler.		
	Default	No	
	How to change	Select from the drop-down list.	
	Restriction	Yes (-chkfpu)	Checks for a floating-point operation instruction.
		No	Does not check for a floating-point operation instruction.
Checks for a DSP instruction	Selects whether to check for a DSP instruction. This corresponds to the -chkdsp option of the assembler.		
	Default	No	
	How to change	Select from the drop-down list.	
	Restriction	Yes (-chkdsp)	Checks for a DSP instruction.
		No	Does not check for a DSP instruction.
Outputs the copyright	Selects whether to output the copyright. This corresponds to the -logo and -nologo option of the assembler.		
	Default	No (-nologo)	
	How to change	Select from the drop-down list.	
	Restriction	Yes (-logo)	Outputs the copyright.
		No (-nologo)	Disables output of the copyright.

<table>
<tr><td rowspan="4">Commands executed before assemble processing</td><td colspan="2">Specifies the command to be executed before assemble processing.
Use the call instruction to specify a batch file (example: call a.bat).
The following placeholders are supported.
%ActiveProjectDir%: Replaces with the absolute path of the active project folder.
%ActiveProjectName%: Replaces with the active project name.
%AssembledFile%: Replaces with the absolute path of the output file under assembling.
%BuildModeName%: Replaces with the build mode name.
%InputFile%: Replaces with the absolute path of the file to be assembled.
%MainProjectDir%: Replaces with the absolute path of the main project folder.
%MainProjectName%: Replaces with the main project name.
%MicomToolPath%: Replaces with the absolute path of the install folder of this product.
%OutputDir%: Replaces with the absolute path of the output folder.
%OutputFile%: Replaces with the absolute path of the output file.
%Program%: Replaces with the file name of the running program.
%ProjectDir%: Replaces with the absolute path of the project folder.
%ProjectName%: Replaces with the project name.
%TempDir%: Replaces with the absolute path of the temporary folder.
%WinDir%: Replaces with the absolute path of the Windows system folder.
When "#!python" is described in the first line, the contents from the second line to the last line are regarded as the script of the Python console, and then executed before assemble processing.
The placeholders can be described in the script.
The specified command is displayed as the subproperty.</td></tr>
<tr><td>Default</td><td>Commands executed before assemble processing[number of defined items]</td></tr>
<tr><td>How to change</td><td>Edit by the Text Edit dialog box which appears when clicking the [...] button.
For the subproperty, you can use the text box directly enter the text.</td></tr>
<tr><td>Restriction</td><td>Up to 1023 characters
Up to 64 items can be specified.</td></tr>
</table>

Commands executed after assemble processing	Specifies the command to be executed after assemble processing. Use the call instruction to specify a batch file (example: call a.bat). The following placeholders are supported. %ActiveProjectDir%: Replaces with the absolute path of the active project folder. %ActiveProjectName%: Replaces with the active project name. %AssembledFile%: Replaces with the absolute path of the output file under assembling. %BuildModeName%: Replaces with the build mode name. %InputFile%: Replaces with the absolute path of the file to be assembled. %MainProjectDir%: Replaces with the absolute path of the main project folder. %MainProjectName%: Replaces with the main project name. %MicomToolPath%: Replaces with the absolute path of the install folder of this product. %OutputDir%: Replaces with the absolute path of the output folder. %OutputFile%: Replaces with the absolute path of the output file. %Program%: Replaces with the file name of the running program. %ProjectDir%: Replaces with the absolute path of the project folder. %ProjectName%: Replaces with the project name. %TempDir%: Replaces with the absolute path of the temporary folder. %WinDir%: Replaces with the absolute path of the Windows system folder. When "#!python" is described in the first line, the contents from the second line to the last line are regarded as the script of the Python console, and then executed after assemble processing. The placeholders can be described in the script. The specified command is displayed as the subproperty.	
	Default	Commands executed after assemble processing[*number of defined items*]
	How to change	Edit by the Text Edit dialog box which appears when clicking the [...] button. For the subproperty, you can use the text box directly enter the text.
	Restriction	Up to 1023 characters Up to 64 items can be specified.
Other additional options	Inputs the assemble options to be added additionally. The options set here are added at the end of the assemble options group.	
	Default	Blank
	How to change	Directly enter to the text box or edit by the Character String Input dialog box which appears when clicking the [...] button.
	Restriction	Up to 259 characters
Command line	The specified option is displayed.	
	Default	Command line[*number of defined items*]
	How to change	Changes not allowed

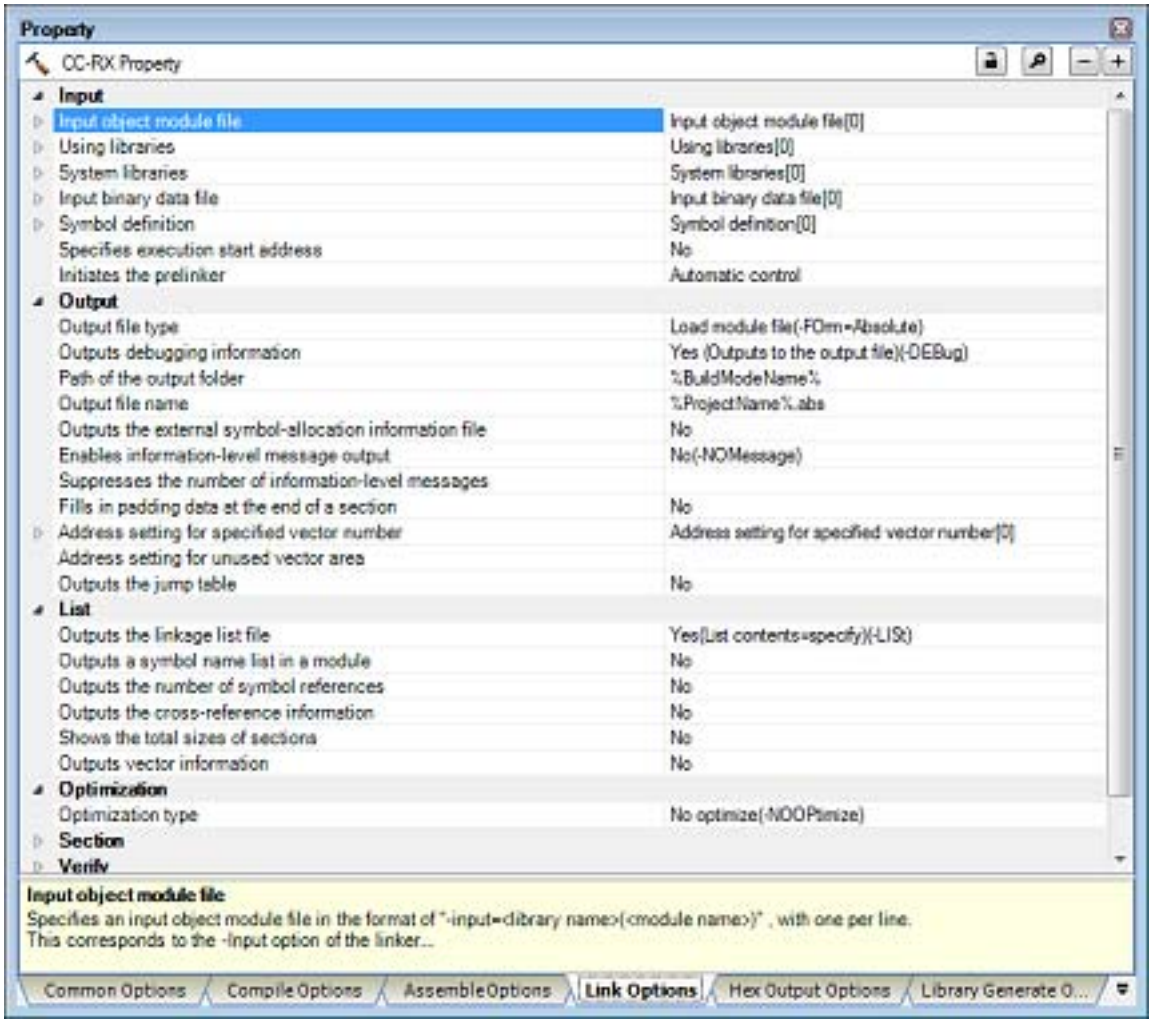
[Link Options] tab

This tab shows the detailed information on the link phase categorized by the following and the configuration can be changed.

(1) [Input]
(2) [Output]
(3) [Convert Load Module File]
(4) [List]
(5) [Optimization]
(6) [Section]
(7) [Verify]
(8) [Others]

Caution This tab is not displayed for the library project.

Figure A.5 Property Panel: [Link Options] Tab



Remark This figure is the image when the version of the compiler package is V2.00.00 or higher.

[Description of each category]

(1) [Input]

The detailed information on input files is displayed and the configuration can be changed.

Input object module file	Specifies an input object module file. Add one file in one line. The following placeholders are supported. %BuildModeName%: Replaces with the build mode name. %ProjectName%: Replaces with the project name. %MicomToolPath%: Replaces with the absolute path of the product install folder. This corresponds to the -Input option of the linker. The specified file name is displayed as the subproperty.	
	Default	Input object module file[*number of defined items*]
	How to change	Edit by the Text Edit dialog box which appears when clicking the [...] button. For the subproperty, you can use the text box directly enter the text.
	Restriction	Up to 32767 characters Up to 65536 items can be specified.
Using libraries	Specifies an input library file. The following placeholders are supported. %BuildModeName%: Replaces with the build mode name. %ProjectName%: Replaces with the project name. %MicomToolPath%: Replaces with the absolute path of the product install folder. This corresponds to the -library option of the linker. The library file name is displayed as the subproperty.	
	Default	Input library file [*number of defined items*]
	How to change	Edit by the Path Edit dialog box which appears when clicking the [...] button. For the subproperty, you can enter directly in the text box.
	Restriction	Up to 259 characters Up to 65536 items can be specified.
System library file	The specified system library files are displayed. This corresponds to the -library option of the linker.	
	Default	System library file[*number of defined items*]
	Restriction	Changes not allowed

<table>
<tr><td>Input binary data file</td><td colspan="3">Specifies an input binary data file.
Specifies in the format of "file name (section name:boundary alignment/section attribute,symbol name)", with one file name per line.
The ":boundary alignment", "/section attribute", or ",symbol name" part can be omitted.
1, 2, 4, 8, 16, or 32 can be specified for the "boundary alignment".
When the boundary alignment specification is omitted, 1 is used as the default.
CODE or DATA can be specified for the "section attribute".
When "section attribute" specification is omitted, the write, read, and execute attributes are all enabled by default.
The following placeholders are supported.
%BuildModeName%: Replaces with the build mode name.
%ProjectName%: Replaces with the project name.
%MicomToolPath%: Replaces with the absolute path of the product install folder.
This corresponds to the -binary option of the linker.
The binary data file name is displayed as the subproperty.</td></tr>
<tr><td></td><td>Default</td><td colspan="2">Specify binary data file[number of defined items]</td></tr>
<tr><td></td><td>How to change</td><td colspan="2">Edit by the Text Edit dialog box which appears when clicking the [...] button.
For the subproperty, you can use the text box directly enter the text.</td></tr>
<tr><td></td><td>Restriction</td><td colspan="2">Up to 32767 characters
Up to 65536 items can be specified.</td></tr>
<tr><td>Symbol definition</td><td colspan="3">Specifies the symbol name to be defined.
Specifies in the format of "symbol name=symbol name" or "symbol name=numerical value", with one symbol name per line.
Specifies the numerical value in the hexadecimal notation.
This corresponds to the -define option of the linker.</td></tr>
<tr><td></td><td>Default</td><td colspan="2">Symbol definition[number of defined items]</td></tr>
<tr><td></td><td>How to change</td><td colspan="2">Edit by the Text Edit dialog box which appears when clicking the [...] button.
For the subproperty, you can use the text box directly enter the text.</td></tr>
<tr><td></td><td>Restriction</td><td colspan="2">Up to 32767 characters
Up to 65536 items can be specified.</td></tr>
<tr><td>Specifies execution start address</td><td colspan="3">Selects whether to specify the execution start address.
Specifies in the format of "symbol" or "address".
Specifies an address in the hexadecimal notation.
This corresponds to the -entry option of the linker.</td></tr>
<tr><td></td><td>Default</td><td colspan="2">No</td></tr>
<tr><td></td><td>How to change</td><td colspan="2">Select from the drop-down list.</td></tr>
<tr><td></td><td rowspan="2">Restriction</td><td>Yes(-ENTry)</td><td>Specifies execution start address.</td></tr>
<tr><td></td><td>No</td><td>Does not specify execution start address.</td></tr>
<tr><td>Execution start address</td><td colspan="3">Specifies the execution start address.
Specifies in the format of "symbol name" or "address".
Specifies an address in the hexadecimal notation.
This corresponds to the -entry option of the linker.
This property is displayed only when [Yes(-ENTry)] in the [Specifies execution start address] property is selected.</td></tr>
<tr><td></td><td>Default</td><td colspan="2">Blank</td></tr>
<tr><td></td><td>How to change</td><td colspan="2">Directly enter in the text box or edit by the Character String Input dialog box which appears when clicking the [...] button.</td></tr>
<tr><td></td><td>Restriction</td><td colspan="2">Up to 32767 characters</td></tr>
</table>

Initiates the prelinker	Selects whether to initiate the prelinker (The automatic generation of C++ template instance). This corresponds to the -noprelink option of the linker.		
	Default	Automatic control	
	How to change	Select from the drop-down list.	
	Restriction	Automatic control	Disables the prelinker initiation if there is no ii file in a file to be input to linker.
		Yes	Enables the prelinker initiation.
		No (-NOPRElink)	Disables the prelinker initiation.

(2) [Output]
The detailed information on output files are displayed and the configuration can be changed.

Output file type	The output file type is displayed. This corresponds to the -form option of the linker.		
	Default	Load module file (-FOrm=Absolute)	
	How to change	Changes not allowed.	
Outputs debugging information	Specifies whether debugging information is output. This corresponds to the -nodebug, -sdebug, and -debug options of the linker.		
	Default	Yes (Outputs to the output file) (-DEBug)	
	How to change	Select from the drop-down list.	
	Restriction	Yes (Outputs to the output file) (-DEBug)	Outputs a debugging information to the output file.
		Yes (Outputs to <output file name>.dbg file) (-SDebug)	Outputs a debugging information to <output file name>.dbg file.
		No (-NODEBug)	Does not output a debugging information.
ROM to RAM mapped section	Reserves ROM and RAM areas in the initialized data area and relocates a defined symbol in the ROM section with the specified address in the RAM section. Specifies in the format of "*ROM section name=RAM section name*", with one section name per line. This corresponds to the -rom option of the linker.		
	Default	ROM to RAM mapped section [*number of defined items*]	
	How to change	Edit by the Text Edit dialog box which appears when clicking the [...] button. For the subproperty, you can use the text box directly enter the text.	
	Restriction	Up to 32767 characters Up to 1024 items can be specified.	

Divides load module file	Selects whether to divide load module file. This corresponds to the -output option of the linker.		
	Default	No	
	How to change	Select from the drop-down list.	
	Restriction	Yes	Divides load module file.
		No	Does not divide load module file.
Path of the output folder	Specifies path of the output folder. The following placeholders are supported. %BuildModeName%: Replaces with the build mode name. %ProjectName%: Replaces with the project name. %MicomToolPath%: Replaces with the absolute path of the product install folder. If this is blank, it is assumed that the project folder has been specified. This corresponds to the -output option of the linker.		
	Default	%BuildModeName%	
	How to change	Directly enter in the text box or edit by the Browse For Folder dialog box which appears when clicking the [...] button.	
	Restriction	Up to 247 characters	
Output file name	Specifies an output file name. If the extension is omitted, ".abs" is automatically added. The following placeholders are supported. %ActiveProjectName%: Replaces with the active project name. %BuildModeName%: Replaces with the build mode name. %MainProjectName%: Replaces with the main project name. %ProjectName%: Replaces with the project name. If this is blank, it is assumed that "%ProjectName%.abs" has been specified. This corresponds to the -output option of the linker.		
	Default	%ProjectName%.abs	
	How to change	Directly enter in the text box.	
	Restriction	Up to 259 characters	

<table>
<tr><td>Division output file</td><td colspan="3">Specifies the divided output file.
Specifies in the format of "file name=start address-end address" or "file name=section name", with one file name per line.
To define multiple sections, use a colon to separate each entry written, as in "file name=section name:section name". (example: file1.abs=sec1:sec2).
Specifies an address in the hexadecimal notation (example: file2.abs=400-ffff).
If the extension is omitted, ".abs" is automatically added.
The following placeholders are supported.
%BuildModeName%: Replaces with the build mode name.
%ProjectName%: Replaces with the project name.
%MicomToolPath%: Replaces with the absolute path of the product install folder.
If this is blank, it is assumed that "%ProjectName%.abs" has been specified.
This corresponds to the -output option of the linker.
This property is displayed only when [Yes] in the [Divides load module file] property is selected.</td></tr>
<tr><td></td><td>Default</td><td colspan="2">Specifies divide output file[number of defined items]</td></tr>
<tr><td></td><td>How to change</td><td colspan="2">Edit by the Text Edit dialog box which appears when clicking the [...] button.
For the subproperty, you can use the text box directly enter the text.</td></tr>
<tr><td></td><td>Restriction</td><td colspan="2">Up to 32767 characters
Up to 1024 items can be specified.</td></tr>
<tr><td>Outputs the external symbol-allocation information file</td><td colspan="3">Selects whether to output the external symbol-allocation information file.
This corresponds to the -map option of the linker.</td></tr>
<tr><td></td><td>Default</td><td colspan="2">- When [Yes(Optimizes the inter-module) (-map)] in the [Optimizes accesses to external variables] property in the [Optimization] category from the [Compile Options] tab is selected
Yes (-Map)
- Other than above
No</td></tr>
<tr><td></td><td>How to change</td><td colspan="2">Select from the drop-down list.</td></tr>
<tr><td></td><td rowspan="2">Restriction</td><td>Yes (-Map)</td><td>Divides load module file.</td></tr>
<tr><td></td><td>No</td><td>Does not divide load module file.</td></tr>
<tr><td>Enables information-level message output</td><td colspan="3">Specifies whether to enable information-level message output.
This corresponds to the -message, -msg_unused, and -nomessage options of the linker.</td></tr>
<tr><td></td><td>Default</td><td colspan="2">No (-NOMessage)</td></tr>
<tr><td></td><td>How to change</td><td colspan="2">Select from the drop-down list.</td></tr>
<tr><td></td><td rowspan="3">Restriction</td><td>Yes (-Message)</td><td>Outputs information level messages.</td></tr>
<tr><td></td><td>Yes (Notify unused symbol) (-Message -MSg_unused)</td><td>Notifies the user of the externally defined symbol which is not referenced.</td></tr>
<tr><td></td><td>No (-NOMessage)</td><td>Disables the output of information level messages.</td></tr>
</table>

Suppresses the number of information-level messages	Specifies suppresses the number of information-level messages. If multiple message numbers are specified, delimit them with comma (example: 4,200). Also, the range can be set using hyphen (example: 4,200-203,1300). This corresponds to the -nomessage option of the linker. This property is displayed only when [No (-NOMessage)] in the [Enables information-level message output] property is specified.		
	Default	Blank	
	How to change	Directly enter in the text box or edit by the Character String Input dialog box which appears when clicking the [...] button.	
	Restriction	Up to 32767 characters	
Fills in padding data at the end of a section	Selects whether to fill in padding data at the end of a section. This corresponds to the -padding option of the linker.		
	Default	No	
	How to change	Select from the drop-down list.	
	Restriction	Yes (-PADDING)	Fills in padding data at the end of a section.
		No	Does not fill in padding data at the end of a section.
Address setting for specified vector number	Specifies the address setting for specified vector number. Specifies in the format of "*vector number=symbol*" or "*vector number=address*", with one vector number per line. Specifies a decimal value from 0 to 255 for "*vector number*". Specifies the external name of the target function for "*symbol*". Specifies an address in the hexadecimal notation. This corresponds to the -vectn option of the linker.		
	Default	Address setting for specified vector number[*number of defined items*]	
	How to change	Edit by the Text Edit dialog box which appears when clicking the [...] button. For the subproperty, you can use the text box directly enter the text.	
	Restriction	Up to 32767 characters Up to 65536 items can be specified.	
Address setting for unused vector area	Specifies the address setting for unused vector area. Specifies in the format of "*symbol*" or "*address*". Specifies the external name of the target function for "*symbol*". Specifies an address in the hexadecimal notation. This corresponds to the -vect option of the linker.		
	Default	Blank	
	How to change	Directly enter in the text box or edit by the Character String Input dialog box which appears when clicking the [...] button.	
	Restriction	Up to 32767 characters	

Outputs the jump table	Selects whether to output the jump table. This corresponds to the -jump_entries_for_pic option of the linker.		
	Default	No	
	How to change	Select from the drop-down list.	
	Restriction	Yes (-JUMP_ENTRIES_FOR_PIC)	Outputs a jump table.
		No	Does not output a jump table.
The section that outputs a jump table to branch to external definition symbols	Specifies the section that outputs a jump table to branch to external definition symbols. Specifies in the format of "*section name*", with one section per line. This corresponds to the -jump_entry_for_pic option of the linker. This property is displayed only when [Yes (-JUMP_ENTRIES_FOR_PIC)] in the [Outputs the jump table] property is specified.		
	Default	The section that outputs a jump table to branch to external definition symbols[*number of defined items*]	
	How to change	Edit by the Text Edit dialog box which appears when clicking the [...] button. For the subproperty, you can use the text box directly enter the text.	
	Restriction	Up to 32767 characters Up to 65536 items can be specified.	

(3) [Convert Load Module File]

The detailed information on converting the load-module file are displayed and the configuration can be changed.

Load module file convert format	Selects the load module file convert format. This corresponds to the -form option of the linker. This property is displayed only in the following cases. - When [Always latest version which was installed] in the [Using compiler package version] property in the [Version Select] category from the [Common Options] tab is selected and the latest version is V2.00.00 or lower or when V2.00.00 or lower is selected in the [Using compiler package version] property - When [No] in the [Divides load module file] property in the [Output] category is selected		
	Default	S record file (-FOrm=Stype)	
	How to change	Select from the drop-down list.	
	Restriction	Not convert	Does not convert the output file.
		Hex file (-FOrm=Hexadecimal)	Outputs a hex file.
		S record file (-FOrm=Stype)	Outputs a Motorola S-type file.
		Binary data file (-FOrm=Binary)	Outputs a binary data file.

Unifies the record size	Selects whether to output data with the specified data record regardless of the address range. This corresponds to the -record option of the linker. This property is displayed only in the following cases. - When [Always latest version which was installed] in the [Using compiler package version] property in the [Version Select] category from the [Common Options] tab is selected and the latest version is V2.00.00 or lower or when V2.00.00 or lower is selected in the [Using compiler package version] property - When [Hex file (-FOrm=Hexadecimal)] in the [Load module file convert format] property is selected		
	Default	No	
	How to change	Select from the drop-down list.	
	Restriction	No	Outputs various data records according to each address.
		Yes (HEX record) (-REcord=H16)	Outputs the HEX record for the data records.
		Yes (Expansion HEX record) (-REcord=H20)	Outputs the Expansion HEX record for the data records.
		Yes (32-bit HEX record) (-REcord=H32)	Outputs the 32-bit HEX record for the data records.
Unifies the record size	Selects whether to output data with the specified data record regardless of the address range. This corresponds to the -record option of the linker. This property is displayed only in the following cases. - When [Always latest version which was installed] in the [Using compiler package version] property in the [Version Select] category from the [Common Options] tab is selected and the latest version is V2.00.00 or lower or when V2.00.00 or lower is selected in the [Using compiler package version] property - When [S record file (-FOrm=Stype)] in the [Load module file convert format] property is selected		
	Default	No	
	How to change	Select from the drop-down list.	
	Restriction	No	Outputs various data records according to each address.
		Yes (S1 record) (-REcord=S1)	Outputs the S1 record for the data records.
		Yes (S2 record) (-REcord=S2)	Outputs the S2 record for the data records.
		Yes (S3 record) (-REcord=S3)	Outputs the S3 record for the data records.

<table>
<tr><td>Divides the conversion file</td><td colspan="3">Selects whether to divide the conversion file.
This corresponds to the -output option of the linker.
This property is displayed only in the following cases.
- When [Always latest version which was installed] in the [Using compiler package version] property in the [Version Select] category from the [Common Options] tab is selected and the latest version is V2.00.00 or lower or when V2.00.00 or lower is selected in the [Using compiler package version] property
- When a choice other than [Not convert] was made in the [Load module file convert format] property</td></tr>
<tr><td></td><td>Default</td><td colspan="2">No</td></tr>
<tr><td></td><td>How to change</td><td colspan="2">Select from the drop-down list.</td></tr>
<tr><td></td><td rowspan="2">Restriction</td><td>Yes</td><td>Divides the conversion file.</td></tr>
<tr><td></td><td>No</td><td>Does not divide the conversion file.</td></tr>
<tr><td>Path of the conversion file output folder</td><td colspan="3">Specifies path of the conversion file output folder.
The following placeholders are supported.
%BuildModeName%: Replaces with the build mode name.
%ProjectName%: Replaces with the project name.
%MicomToolPath%: Replaces with the absolute path of the product install folder.
If this is blank, it is assumed that the project folder has been specified.
This corresponds to the -output option of the linker.
This property is displayed only in the following cases.
- When [Always latest version which was installed] in the [Using compiler package version] property in the [Version Select] category from the [Common Options] tab is selected and the latest version is V2.00.00 or lower or when V2.00.00 or lower is selected in the [Using compiler package version] property
- When [No] in the [Divides the conversion file] property is selected</td></tr>
<tr><td></td><td>Default</td><td colspan="2">%BuildModeName%</td></tr>
<tr><td></td><td>How to change</td><td colspan="2">Directly enter in the text box or edit by the Browse For Folder dialog box which appears when clicking the [...] button.</td></tr>
<tr><td></td><td>Restriction</td><td colspan="2">Up to 247 characters</td></tr>
</table>

<table>
<tr><td>Divides the conversion file</td><td colspan="2">Selects whether to divide the conversion file.
The default extensions depends on [Load module file convert format] property when extension omitted.
The default extensions are as follows:
"Hex file (-FOrm=Hexadecimal)" : .hex
"S record file (-FOrm=Stype)" : .mot
"Binary data file (-FOrm=Binary)" : .bin.
The following placeholders are supported.
%ProjectName%: Replaces with the project name.
This corresponds to the -output option of the linker.
This property is displayed only in the following cases.
- When [Always latest version which was installed] in the [Using compiler package version] property in the [Version Select] category from the [Common Options] tab is selected and the latest version is V2.00.00 or lower or when V2.00.00 or lower is selected in the [Using compiler package version] property
- When [No] in the [Divides the conversion file] property is selected</td></tr>
<tr><td></td><td>Default</td><td>- When [Hex file (-FOrm=Hexadecimal)] in the [Load module file convert format] property is selected
%ProjectName%.hex
- When [S record file (-FOrm=Stype)] in the [Load module file convert format] property is selected
%ProjectName%.mot
- When [Binary data file (-FOrm=Binary)] in the [Load module file convert format] property is selected
%ProjectName%.bin</td></tr>
<tr><td></td><td>How to change</td><td>Directly enter in the text box.</td></tr>
<tr><td></td><td>Restriction</td><td>Up to 259 characters</td></tr>
</table>

<table>
<tr><td>Division conversion file</td><td colspan="3">Specifies the division conversion file.
Specifies in the format of "file name=start address-end address" or "file name=section name", with one file name per line.
Specifies an address in the hexadecimal notation (example: file2.mot=400-ffff).
To define multiple sections, use a colon to separate each entry written, as in "file name=section name:section name" (example: file1.mot=stack:istack).
The default extensions depends on [Load module file convert format] property when extension omitted.
The default extensions are as follows:
"Hex file (-FOrm=Hexadecimal)" : .hex
"S record file (-FOrm=Stype)" : .mot
"Binary data file (-FOrm=Binary)" : .bin.
The following placeholders are supported.
%BuildModeName%: Replaces with the build mode name.
%ProjectName%: Replaces with the project name.
%MicomToolPath%: Replaces with the absolute path of the product install folder.
This corresponds to the -output option of the linker.
This property is displayed only in the following cases.
- When [Always latest version which was installed] in the [Using compiler package version] property in the [Version Select] category from the [Common Options] tab is selected and the latest version is V2.00.00 or lower or when V2.00.00 or lower is selected in the [Using compiler package version] property
- When [Yes] in the [Divides the conversion file] property is selected</td></tr>
<tr><td></td><td>Default</td><td colspan="2">Division conversion file[number of defined items]</td></tr>
<tr><td></td><td>How to change</td><td colspan="2">Edit by the Text Edit dialog box which appears when clicking the [...] button.
For the subproperty, you can use the text box directly enter the text.</td></tr>
<tr><td></td><td>Restriction</td><td colspan="2">Up to 32767 characters
Up to 65536 items can be specified.</td></tr>
<tr><td>Fills the unused areas in the output ranges with the value</td><td colspan="3">Selects whether to fill the unused areas in the output ranges with the value.
This corresponds to the -space option of the linker.
This property is displayed only in the following cases.
- When [Always latest version which was installed] in the [Using compiler package version] property in the [Version Select] category from the [Common Options] tab is selected and the latest version is V2.00.00 or lower or when V2.00.00 or lower is selected in the [Using compiler package version] property
- When a choice other than [Not convert] was made in the [Load module file convert format] property and when a convert file name in the [Division conversion file] property is specified</td></tr>
<tr><td></td><td>Default</td><td colspan="2">No</td></tr>
<tr><td></td><td>How to change</td><td colspan="2">Select from the drop-down list.</td></tr>
<tr><td></td><td rowspan="3">Restriction</td><td>Yes (Random) (-SPace=Random)</td><td>Fills the unused areas in the output ranges with random values.</td></tr>
<tr><td>Yes (Specification value) (-SPace=<numerical value>)</td><td>Fills the unused areas in the output ranges with user-specified hexadecimal value.</td></tr>
<tr><td>No</td><td>Does not fill the unused areas in the output ranges with data.</td></tr>
</table>

<table>
<tr><td>Output padding data</td><td colspan="3">Specifies the output padding data.
This corresponds to the -space option of the linker.
This property is displayed only in the following cases.
- When [Always latest version which was installed] in the [Using compiler package version] property in the [Version Select] category from the [Common Options] tab is selected and the latest version is V2.00.00 or lower or when V2.00.00 or lower is selected in the [Using compiler package version] property
- When [Yes (Specification value) (-SPace=<numerical value>)] in the [Fills the unused areas in the output ranges with the value] property is specified</td></tr>
<tr><td></td><td>Default</td><td colspan="2">FF (hexadecimal number)</td></tr>
<tr><td></td><td>How to change</td><td colspan="2">Directly enter in the text box.</td></tr>
<tr><td></td><td>Restriction</td><td colspan="2">0 to FFFFFFFF (hexadecimal number)</td></tr>
<tr><td>Specifies byte count for data record</td><td colspan="3">Selects whether to specify the maximum byte count for a data record.
This corresponds to the -byte_count option of the linker.
This property is displayed only in the following cases.
- When [Always latest version which was installed] in the [Using compiler package version] property in the [Version Select] category from the [Common Options] tab is selected and the latest version is V2.00.00 or lower or when V2.00.00 or lower is selected in the [Using compiler package version] property
- When [Hex file (-FOrm=Hexadecimal)] in the [Load module file convert format] property is selected</td></tr>
<tr><td></td><td>Default</td><td colspan="2">No</td></tr>
<tr><td></td><td>How to change</td><td colspan="2">Select from the drop-down list.</td></tr>
<tr><td></td><td rowspan="2">Restriction</td><td>Yes(-BYte_count)</td><td>Specifies the maximum byte count for a data.</td></tr>
<tr><td></td><td>No</td><td>Does not specify the byte count for a data.</td></tr>
<tr><td>Maximum byte count for a data record</td><td colspan="3">Specifies the maximum byte count for a data record.
This corresponds to the -byte_count option of the linker.
This property is displayed only in the following cases.
- When [Always latest version which was installed] in the [Using compiler package version] property in the [Version Select] category from the [Common Options] tab is selected and the latest version is V2.00.00 or lower or when V2.00.00 or lower is selected in the [Using compiler package version] property
- When [Yes(-BYte_count)] in the [Specifies byte count for data record] property is specified</td></tr>
<tr><td></td><td>Default</td><td colspan="2">FF (hexadecimal number)</td></tr>
<tr><td></td><td>How to change</td><td colspan="2">Directly enter in the text box.</td></tr>
<tr><td></td><td>Restriction</td><td colspan="2">1 to FF (hexadecimal number)</td></tr>
</table>

<table>
<tr><td>Outputs the calculation result of CRC</td><td colspan="3">Selects whether to generate CRC code.
This corresponds to the -crc option of the linker.
This property is displayed only in the following cases.
- When [Always latest version which was installed] in the [Using compiler package version] property in the [Version Select] category from the [Common Options] tab is selected and the latest version is V2.00.00 or lower or when V2.00.00 or lower is selected in the [Using compiler package version] property
- When [Hex file (-FOrm=Hexadecimal)] or [S record file (-FOrm=Stype)] in the [Load module file convert format] property is selected</td></tr>
<tr><td></td><td>Default</td><td colspan="2">No</td></tr>
<tr><td></td><td>How to change</td><td colspan="2">Select from the drop-down list.</td></tr>
<tr><td></td><td rowspan="8">Restriction</td><td>Yes (Polynomial expression: CRC-CCITT, Endian: Automatic) (-CRc)</td><td>Selects CRC-CCITT as a polynomial expression.</td></tr>
<tr><td></td><td>Yes (Polynomial expression: CRC-CCITT, Endian: Big-endian data) (-CRc)</td><td>Selects the CRC-CCITT as a polynomial expression and selects the BIG as an endian.</td></tr>
<tr><td></td><td>Yes (Polynomial expression: CRC-CCITT, Endian: Little-endian data) (-CRc)</td><td>Selects the CRC-CCITT as a polynomial expression and selects the LITTLE as an endian.</td></tr>
<tr><td></td><td>Yes (Polynomial expression: CRC-16, Endian: Automatic) (-CRc)</td><td>Selects CRC-16 as a polynomial expression.</td></tr>
<tr><td></td><td>Yes (Polynomial expression: CRC-16, Endian: Big-endian data)(-CRc)</td><td>Selects the CRC-16 as a polynomial expression and selects the BIG as an endian.</td></tr>
<tr><td></td><td>Yes (Polynomial expression: CRC-16, Endian: Little-endian) data (-CRc)</td><td>Selects the CRC-16 as a polynomial expression and selects the LITTLE as an endian.</td></tr>
<tr><td></td><td>No</td><td>Does not generate the CRC code.</td></tr>
<tr><td>Output address</td><td colspan="3">Specifies the address where the result is output.
Specifies an address in hexadecimal.
This corresponds to the -crc option of the linker.
This property is displayed only in the following cases.
- When [Always latest version which was installed] in the [Using compiler package version] property in the [Version Select] category from the [Common Options] tab is selected and the latest version is V2.00.00 or lower or when V2.00.00 or lower is selected in the [Using compiler package version] property
- When a choice other than [No] was made in the [Outputs the calculation result of CRC] property</td></tr>
<tr><td></td><td>Default</td><td colspan="2">0</td></tr>
<tr><td></td><td>How to change</td><td colspan="2">Directly enter in the text box.</td></tr>
<tr><td></td><td>Restriction</td><td colspan="2">0 to FFFFFFFF (hexadecimal number)</td></tr>
</table>

Target range	Specifies the target range. Specifies in the format of "*start address-end address*". Specifies an address in the hexadecimal notation (example: 400-ffff). This corresponds to the -crc option of the linker. This property is displayed only in the following cases. - When [Always latest version which was installed] in the [Using compiler package version] property in the [Version Select] category from the [Common Options] tab is selected and the latest version is V2.00.00 or lower or when V2.00.00 or lower is selected in the [Using compiler package version] property - When a choice other than [No] was made in the [Outputs the calculation result of CRC] property		
	Default	Target range[*number of defined items*]	
	How to change	Edit by the Text Edit dialog box which appears when clicking the [...] button. For the subproperty, you can use the text box directly enter the text.	
	Restriction	Up to 32767 characters Up to 65536 items can be specified.	
Outputs the S9 record at the end	Selects whether to output the S9 record at the end. This corresponds to the -s9 option of the linker. This property is displayed only in the following cases. - When [Always latest version which was installed] in the [Using compiler package version] property in the [Version Select] category from the [Common Options] tab is selected and the latest version is V2.00.00 or lower or when V2.00.00 or lower is selected in the [Using compiler package version] property - When [S record file (-FOrm=Stype)] in the [Load module file convert format property is specified		
	Default	No	
	How to change	Select from the drop-down list.	
	Restriction	Yes (-S9)	Outputs the S9 record at the end.
		No	Does not output the S9 record at the end.

(4) [List]
The detailed information on the list are displayed and the configuration can be changed.

Outputs the linkage list file	Selects whether to output the linkage list file. This corresponds to the -list and -show option of the linker.		
	Default	Yes (List contents=specify) (-LISt)	
	How to change	Select from the drop-down list.	
	Restriction	Yes (List contents=not specify) (-LISt -SHow)	Outputs the default information associated with a output file type to a linkage list file.
		Yes (List contents=ALL) (-LISt -SHow=ALL)	Outputs all information associated with a output file type to a linkage list file.
		Yes (List contents=specify) (-LISt)	Outputs the specified information to a linkage list file.
		No	Does not output a linkage list file.

Outputs a symbol name list in a module	Selects whether to output a symbol name list in a module. This corresponds to the -show option of the linker. This property is not displayed when [Yes (List contents=specify) (-LISt)] in the [Outputs the linkage list file] property is selected.		
	Default	No	
	How to change	Select from the drop-down list.	
	Restriction	Yes (-SHow=SYmbol)	Outputs a symbol information to the linkage list file.
		No	Does not output a symbol information to the linkage list file.
Outputs the number of symbol references	Selects whether to output the number of symbol references. This corresponds to the -show option of the linker. This property is not displayed when [Yes (List contents=specify) (-LISt)] in the [Outputs the linkage list file] property is selected.		
	Default	No	
	How to change	Select from the drop-down list.	
	Restriction	Yes (-SHow=Reference)	Outputs the number of symbol references to the linkage list file.
		No	Does not output the number of symbol references to the linkage list file.
Outputs the cross-reference information	Selects whether to output the cross-reference information. This corresponds to the -show option of the linker. This property is not displayed when [Yes (List contents=specify) (-LISt)] in the [Outputs the linkage list file] property is selected.		
	Default	No	
	How to change	Select from the drop-down list.	
	Restriction	Yes (-SHow=Xreference)	Outputs the cross reference information to the linkage list file.
		No	Does not output the cross reference information to the linkage list file.
Shows the total sizes of sections	Selects whether to show the total sizes of sections. This corresponds to the -show option of the linker. This property is not displayed when [Yes (List contents=specify) (-LISt)] in the [Outputs the linkage list file] property is selected.		
	Default	No	
	How to change	Select from the drop-down list.	
	Restriction	Yes (-SHow=Total_size)	Shows the total sizes of sections allocated to the ROM and RAM areas.
		No	Does not show the total sizes of sections.

Outputs vector information	Selects whether to output vector information. This corresponds to the -show option of the linker. This property is not displayed when [Yes (List contents=specify) (-LISt)] in the [Outputs the linkage list file] property is selected.		
	Default	No	
	How to change	Select from the drop-down list.	
	Restriction	Yes (-SHow=VECTOR)	Outputs vector information to the linkage list file.
		No	Does not output vector information to the linkage list file.

(5) [Optimization]
The detailed information on the optimization is displayed and the configuration can be changed.

Optimization type	Specifies optimization type. This corresponds to the -nooptimize and -optimize options of the linker.		
	Default	No optimize (-NOOPtimize)	
	How to change	Select from the drop-down list.	
	Restriction	No optimize (-NOOPtimize)	Does not execute optimization for a module.
		All(-OPtimize)	Provides all optimizations.
		Speed-oriented optimization (-OPtimize=SPeed)	Provides optimization for speed.
		Safe optimization (-OPtimize=SAFe)	Provides safe optimization.
		Custom	Performs optimization for the specified options.
Deletes variables/ functions that are not referenced	Selects whether to delete variables/functions that are not referenced. This corresponds to the -optimize option of the linker. This property is displayed only when [Custom] in the [Optimization type] property is selected.		
	Default	No	
	How to change	Select from the drop-down list.	
	Restriction	Yes (-OPtimize=SYmbol_delete)	Deletes variables/functions that are not referenced.
		No	Does not delete variables/functions that are not referenced.

Creates a subroutine for the same instruction sequence	Selects whether to create a subroutine for the same instruction sequence. This corresponds to the -optimize option of the linker. This property is displayed only when [Custom] in the [Optimization type] property is selected.		
	Default	No	
	How to change	Select from the drop-down list.	
	Restriction	Yes (-OPtimize=SAMe_code)	Creates a subroutine for the same instruction sequence.
		No	Does not create a subroutine for the same instruction sequence.
Minimum code size	Specifies the minimum code size for the optimization. This corresponds to the -samesize option of the linker. This property is displayed only when [Yes (-OPtimize=SAMe_code)] in the [Creates a subroutine for the same instruction sequence] property is specified.		
	Default	1E (hexadecimal number)	
	How to change	Directly enter in the text box.	
	Restriction	8 to 7FFF (hexadecimal number)	
Replaces an instruction with a smaller-size instruction	Selects whether to replace an instruction with a smaller-size instruction. This corresponds to the -optimize option of the linker. This property is displayed only when [Custom] in the [Optimization type] property is selected.		
	Default	No	
	How to change	Select from the drop-down list.	
	Restriction	Yes (-OPtimize=SHort_format)	Replaces an instruction with a smaller-size instruction.
		No	Does not replace an instruction with a smaller-size instruction.
Optimizes branch instruction size	Selects whether to optimize branch instruction size. This corresponds to the -optimize option of the linker. This property is displayed only when [Custom] in the [Optimization type] property is selected.		
	Default	No	
	How to change	Select from the drop-down list.	
	Restriction	Yes(-OPtimize=Branch)	Optimizes branch instruction size according to program allocation information.
		No	Does not optimize branch instruction size.

Unreferenced symbol that disables deletion by optimization	Specifies the unreferenced symbol that disables deletion by optimization. Specifies in the format of "*symbol name*", with one symbol name per line. This option corresponds to the -symbol_forbid option of the linker. This property is not displayed when [No optimize (-NOOPtimize)] in the [Optimization type] property is selected.	
	Default	Unreferenced symbol that disables deletion by optimization[*number of defined items*]
	How to change	Edit by the Text Edit dialog box which appears when clicking the [...] button. For the subproperty, you can use the text box directly enter the text.
	Restriction	Up to 32767 characters Up to 65536 items can be specified.
Same-code that disables unification regarding optimization	Specifies the same-code that disables unification regarding optimization. Specifies in the format of "*function name*", with one function name per line. This option corresponds to the -samecode_forbid option of the linker. This property is not displayed when [No optimize (-NOOPtimize)] in the [Optimization type] property is selected.	
	Default	Same-code that disables unification regarding optimization[*number of defined items*]
	How to change	Edit by the Text Edit dialog box which appears when clicking the [...] button. For the subproperty, you can use the text box directly enter the text.
	Restriction	Up to 32767 characters Up to 65536 items can be specified.
Section to disable optimization	Specifies the Section to disable optimization. Specifies in the format of "*file name*(*section name*[,...])" or "*module name*(*section name*[,...])", with one per line. The "*file name*" or "*module name*" part can be omitted. The following placeholders are supported. %BuildModeName%: Replaces with the build mode name. %MicomToolPath%: Replaces with the absolute path of the product install folder. %ProjectName%: Replaces with the project name. This option corresponds to the -section_forbid option of the linker. This property is not displayed when [No optimize (-NOOPtimize)] in the [Optimization type] property is selected.	
	Default	Section to disable optimization[*number of defined items*]
	How to change	Edit by the Text Edit dialog box which appears when clicking the [...] button. For the subproperty, you can use the text box directly enter the text.
	Restriction	Up to 32767 characters Up to 65536 items can be specified.

Address range to disable optimization	Specifies an address range where optimization is disabled. Specifies in the format of "*address+size*", with one per line. The "+*size*" part can be omitted. Specifies an address or the size in the hexadecimal notation. This option corresponds to the -absolute_forbid option of the linker. This property is not displayed when [No optimize (-NOOPtimize)] in the [Optimization type] property is selected.	
	Default	Address range to disable optimization[*number of defined items*]
	How to change	Edit by the Text Edit dialog box which appears when clicking the [...] button. For the subproperty, you can use the text box directly enter the text.
	Restriction	Up to 32767 characters Up to 65536 items can be specified.

(6) [Section]
The detailed information on the section is displayed and the configuration can be changed.

Section start address	Specifies the section start address. This corresponds to the -start option of the linker.	
	Default	The peculiar value for the target device
	How to change	Directly enter in the text box or edit by the Section Settings dialog box which appears when clicking the [...] button.
	Restriction	Up to 1022 characters
The specified section that outputs externally defined symbols to the file	Specifies the section start address. Specifies in the format of "*section name*", with one section name per line. This corresponds to the -fsymbol option of the linker.	
	Default	The specified section that outputs externally defined symbols to the file[*number of defined items*]
	How to change	Edit by the Text Edit dialog box which appears when clicking the [...] button. For the subproperty, you can use the text box directly enter the text.
	Restriction	Up to 32767 characters Up to 65536 items can be specified.
Section alignment	Specifies the section name to be changed to 0x10 bytes alignment. Specifies in the format of "*section name*", with one section name per line. This corresponds to the -aligned_section option of the linker.	
	Default	Section alignment[*number of defined items*]
	How to change	Edit by the Text Edit dialog box which appears when clicking the [...] button. For the subproperty, you can use the text box directly enter the text.
	Restriction	Up to 32767 characters Up to 65536 items can be specified.

ROM to RAM mapped section	Reserves ROM and RAM areas in the initialized data area and relocates a defined symbol in the ROM section with the specified address in the RAM section. Specifies in the format of "*ROM section name=RAM section name*", with one section name per line. This corresponds to the -rom option of the linker.		
	Default	ROM to RAM mapped section [number of defined items]	
	How to change	Edit by the Text Edit dialog box which appears when clicking the [...] button. For the subproperty, you can use the text box directly enter the text.	
	Restriction	Up to 32767 characters Up to 1024 items can be specified.	

(7) [Verify]
The detailed information on the verify is displayed and the configuration can be changed.

Checks the section larger than the specified range of addresses	Selects whether to check the section larger than the specified range of addresses. This corresponds to the -cpu option of the linker.		
	Default	No	
	How to change	Select from the drop-down list.	
	Restriction	Yes (-CPu)	Checks CPU information.
		No	Does not check CPU information.
Address range of the memory type	Specifies the address range of the memory type. Specifies in the format of "*memory type=start address-end address*", with one memory type per line. Specifies ROm, RAm, or FIX for "*memory type*". Specifies an address in hexadecimal notation. This corresponds to the -cpu option of the linker. This property is displayed only when [Yes (-CPu)] in the [Checks the section larger than the specified range of addresses] property is selected.		
	Default	Address range to disable optimization[*number of defined items*]	
	How to change	Edit by the Text Edit dialog box which appears when clicking the [...] button. For the subproperty, you can use the text box directly enter the text.	
	Restriction	Up to 32767 characters Up to 65536 items can be specified.	
Allocates to the next area of the same memory type or the section is divided	Selects whether to allocate to the next area of the same memory type or the section is divided. This corresponds to the -cpu option of the linker. This property is displayed only when the address range of the memory type in the [Address range of the memory type] property is specified.		
	Default	No	
	How to change	Select from the drop-down list.	
	Restriction	Yes (-CPu=stride)	Allocates same sort of memory space.
		No	Does not allocate same sort of memory space.

Not divide the specified section	Allocates the specified section to another available area of the same memory type without dividing the section. Specifies in the format of "*section name*", with one section name per line. This corresponds to the -contiguous_section option of the linker. This property is displayed only when [Yes (-CPu=stride)] in the [Allocates to the next area of the same memory type or the section is divided] property is selected.		
	Default	Not divide the specified section[*number of defined items*]	
	How to change	Edit by the Text Edit dialog box which appears when clicking the [...] button. For the subproperty, you can use the text box directly enter the text.	
	Restriction	Up to 32767 characters Up to 65536 items can be specified.	

(8) [Others]
Other detailed information on linking are displayed and the configuration can be changed.

Outputs a stack use information file	Selects whether to output a stack information file. This corresponds to the -stack option of the linker.		
	Default	No	
	How to change	Select from the drop-down list.	
	Restriction	Yes (-STACk)	Outputs a stack information file.
		No	Does not output a stack information file.
Compresses the debugging information	Selects whether to compress the debugging information. This corresponds to the -compress and -nocompress option of the linker.		
	Default	No (-NOCOmpress)	
	How to change	Select from the drop-down list.	
	Restriction	Yes (-Compress)	Compresses the debugging information.
		No (-NOCOmpress)	Does not compress the debugging information.
Reduces the memory occupancy	Selects whether to reduce the memory occupancy. This corresponds to the -memory option of the linker. This property is not displayed when any one of the following items is selected. - [Yes (-Map)] in the [Outputs the external symbol-allocation information file] property in the [Output] category - [Yes (-SHow=Reference)] in the [Outputs the number of symbol references] property, or [Yes(-SHow=Xreference)] in the [Outputs the cross-reference information] property in the [Convert Load Module File] category - [Yes (-CPu=stride)] in the [Allocates to the next area of the same memory type or the section is divided] property, [Yes (-STACk)] in the [Outputs a stack use information file] property, or [Yes (-Compress)] in the [Compresses the debugging information] property in the [Verify] category.		
	Default	No (-MEMory=High)	
	How to change	Select from the drop-down list.	
	Restriction	Yes (-MEMory=Low)	Reduces the memory occupancy.
		No (-MEMory=High)	Does not reduce the memory occupancy.

Changes the warning-level messages to information-level messages	Selects whether to change the warning-level messages to information-level messages. This corresponds to the -change_message option of the linker.		
	Default	No	
	How to change	Select from the drop-down list.	
	Restriction	Yes(All) (-change_message=information)	Changes all warning-level messages to the information-level messages.
		Yes(Specifies error number) (-change_message=information=<Error-Number>)	Changes the warning-level messages with the specified error numbers to the information-level messages.
		No	Does not change the warning-level messages to the information-level messages.
Error number of warning-level message	Specifies error number of warning-level message. If multiple message numbers are specified, delimit them with comma (example: 4,200). Also, the range can be set using hyphen (example: 4,200-203,1300). This corresponds to the -change_message option of the linker. This property is displayed only when [Yes(Specifies error number) (-change_message=information=<ErrorNumber>)] in the [Changes the warning-level messages to information-level messages] property is specified.		
	Default	Blank	
	How to change	Directly enter in the text box or edit by the Character String Input dialog box which appears when clicking the [...] button.	
	Restriction	Up to 32767 characters	
Changes the information-level messages to warning-level messages	Selects whether to change the information-level messages to warning-level messages. This corresponds to the -change_message option of the linker.		
	Default	No	
	How to change	Select from the drop-down list.	
	Restriction	Yes(All) (-change_message=warning)	Changes all information-level messages to warning-level messages.
		Yes(Specifies error number) (-change_message=warning=<ErrorNumber>)	Changes the information-level messages with the specified error numbers to warning-level messages.
		No	Does not change the information-level messages to warning-level messages.

Error number of information-level message	Specifies error number of information-level message. If multiple message numbers are specified, delimit them with comma (example: 4,200). Also, the range can be set using hyphen (example: 4,200-203,1300). This corresponds to the -change_message option of the linker. This property is displayed only when [Yes(Specifies error number) (-change_message=warning=<ErrorNumber>)] in the [Changes the information-level messages to warning-level messages] property is specified.		
	Default	Blank	
	How to change	Directly enter in the text box or edit by the Character String Input dialog box which appears when clicking the [...] button.	
	Restriction	Up to 32767 characters	
Changes the information-level and warning-level messages to error-level messages	Selects whether to change the information-level and warning-level messages to error-level messages. This corresponds to the -change_message option of the linker.		
	Default	No	
	How to change	Select from the drop-down list.	
	Restriction	Yes(All) (-change_message=error)	Changes all information-level and warning-level messages to error-level messages.
		Yes(Specifies error number) (-change_message=error=<ErrorNumber>)	Changes the information-level and warning-level messages with the specified error numbers to error-level messages.
		No	Does not change the warning-level messages to information-level messages.
Error number of information-level and warning-level message	Specifies error number of information-level and warning-level message. If multiple message numbers are specified, delimit them with comma (example: 4,200). Also, the range can be set using hyphen (example: 4,200-203,1300). This corresponds to the -change_message option of the linker. This property is displayed only when [Yes(Specifies error number) (-change_message=error=<ErrorNumber>)] in the [Changes the information-level and warning-level messages to error-level messages] property is specified.		
	Default	Blank	
	How to change	Directly enter in the text box or edit by the Character String Input dialog box which appears when clicking the [...] button.	
	Restriction	Up to 32767 characters	
Deletes local symbol name information	Selects whether to delete local symbol name information. This corresponds to the -hide option of the linker.		
	Default	No	
	How to change	Select from the drop-down list.	
	Restriction	Yes (-Hide)	Deletes local symbol name information.
		No	Does not delete local symbol name information.

Displays the total sizes of sections	Selects whether to display the total sizes of sections. This corresponds to the -total_size option of the linker.		
	Default	No	
	How to change	Select from the drop-down list.	
	Restriction	Yes (-Total_size)	Displays the total sizes of sections.
		No	Does not display the total sizes of sections.
Displays the copyright information	Selects whether to display the copyright information. This corresponds to the -logo and -nologo option of the linker.		
	Default	No (-NOLOgo)	
	How to change	Select from the drop-down list.	
	Restriction	Yes (-LOgo)	Displays the total sizes of sections.
		No (-NOLOgo)	Does not display the total sizes of sections.
Commands executed before link processing	Specifies the command to be executed before link processing. Use the call instruction to specify a batch file (example: call a.bat). The following placeholders are supported. %ActiveProjectDir%: Replaces with the absolute path of the active project folder. %ActiveProjectName%: Replaces with the active project name. %BuildModeName%: Replaces with the build mode name. %LinkedFile%: Replaces with the absolute path of the output file under link processing. %MainProjectDir%: Replaces with the absolute path of the main project folder. %MainProjectName%: Replaces with the main project name. %MicomToolPath%: Replaces with the absolute path of the install folder of this product. %OutputDir%: Replaces with the absolute path of the output folder. %OutputFile%: Replaces with the absolute path of the output file. %Program%: Replaces with the file name of the running program. %ProjectDir%: Replaces with the absolute path of the project folder. %ProjectName%: Replaces with the project name. %TempDir%: Replaces with the absolute path of the temporary folder. %WinDir%: Replaces with the absolute path of the Windows system folder. When "#!python" is described in the first line, the contents from the second line to the last line are regarded as the script of the Python console, and then executed before link processing. The placeholders can be described in the script. The specified command is displayed as the subproperty.		
	Default	Commands executed before link processing[*number of defined items*]	
	How to change	Edit by the Text Edit dialog box which appears when clicking the [...] button. For the subproperty, you can use the text box directly enter the text.	
	Restriction	Up to 1023 characters Up to 64 items can be specified.	

Commands executed after link processing	Specifies the command to be executed after link processing. Use the call instruction to specify a batch file (example: call a.bat). The following placeholders are supported. %ActiveProjectDir%: Replaces with the absolute path of the active project folder. %ActiveProjectName%: Replaces with the active project name. %BuildModeName%: Replaces with the build mode name. %LinkedFile%: Replaces with the absolute path of the output file under link processing. %MainProjectDir%: Replaces with the absolute path of the main project folder. %MainProjectName%: Replaces with the main project name. %MicomToolPath%: Replaces with the absolute path of the install folder of this product. %OutputDir%: Replaces with the absolute path of the output folder. %OutputFile%: Replaces with the absolute path of the output file. %Program%: Replaces with the file name of the running program. %ProjectDir%: Replaces with the absolute path of the project folder. %ProjectName%: Replaces with the project name. %TempDir%: Replaces with the absolute path of the temporary folder. %WinDir%: Replaces with the absolute path of the Windows system folder. When "#!python" is described in the first line, the contents from the second line to the last line are regarded as the script of the Python console, and then executed after link processing. The placeholders can be described in the script. The specified command is displayed as the subproperty.	
	Default	Commands executed after link processing[*number of defined items*]
	How to change	Edit by the Text Edit dialog box which appears when clicking the [...] button. For the subproperty, you can use the text box directly enter the text.
	Restriction	Up to 1023 characters Up to 64 items can be specified.
Other additional options	Inputs the link options to be added additionally. The options set here are added at the end of the link options group.	
	Default	Blank
	How to change	Directly enter to the text box or edit by the Character String Input dialog box which appears when clicking the [...] button.
	Restriction	Up to 259 characters
Other additional options(Hex/S record/ Binary data)	Inputs the link options to be added additionally. The options set here are added at the end of the link options group. This property is displayed only in the following cases. - When [Always latest version which was installed] in the [Using compiler package version] property in the [Version Select] category from the [Common Options] tab is selected and the latest version is V2.00.00 or lower or when V2.00.00 or lower is selected in the [Using compiler package version] property - When a choice other than [Not convert] was made in the [Load module file convert format] property in the [Convert Load Module File] category	
	Default	Blank
	How to change	Directly enter to the text box or edit by the Character String Input dialog box which appears when clicking the [...] button.
	Restriction	Up to 259 characters

Command line	The specified option is displayed.	
	Default	Command line[*number of defined items*]
	How to change	Changes not allowed

[Hex Output Options] tab

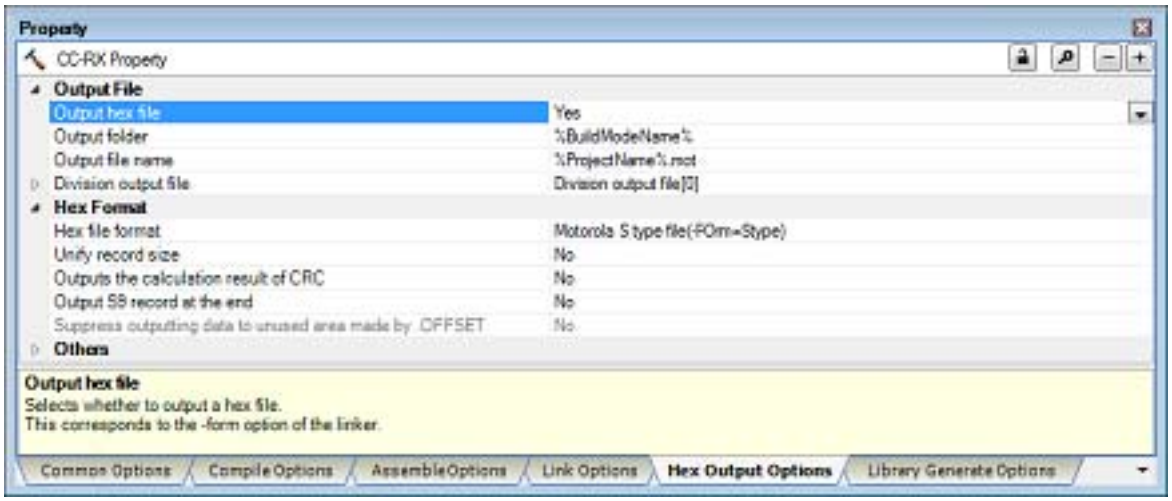
This tab shows the detailed information on the Hex output phase categorized by the following and the configuration can be changed.

(1) [Output File]
(2) [Hex Format]
(3) [Others]

Caution 1. This tab is not displayed for the library project.

Caution 2. This tab is displayed when [Always latest version which was installed] in the [Using compiler package version] property in the [Version Select] category from the [Common Options] tab is selected and the latest version is V2.00.00 or higher or when V2.00.00 or higher is selected in the [Using compiler package version] property.
When the version of the compiler package is V2.00.00 or lower, the properties from this tab are included in the [Convert Load Module File] category from the [Link Options] tab.

Figure A.6 Property Panel: [Hex Output Options] Tab



Remark This figure is the image when the version of the compiler package is V2.00.00 or higher.

[Description of each category]

(1) [Output File]
The detailed information on output files is displayed and the configuration can be changed.

Output hex file	Specifies whether hex file is output.		
	Default	Yes	
	How to change	Select from the drop-down list.	
	Restriction	Yes	Outputs a hex file.
		No	Does not output a hex file.

Output folder	Specifies path of the output folder. The following placeholders are supported. %BuildModeName%: Replaces with the build mode name. %ProjectName%: Replaces with the project name. %MicomToolPath%: Replaces with the absolute path of the install folder of this product. If this is blank, it is assumed that the project folder has been specified. This corresponds to the -output option of the linker. This property is displayed only when [Yes] in the [Output hex file] property is selected.	
	Default	%BuildModeName%
	How to change	Directly enter in the text box or edit by the Browse For Folder dialog box which appears when clicking the [...] button.
	Restriction	Up to 247 characters
Output file name	Specifies the output file name. The default extensions depends on [Load module file convert format] property when extension omitted. The default extensions are as follows: "Hex file (-FOrm=Hexadecimal)" : .hex "S record file (-FOrm=Stype)" : .mot "Binary data file (-FOrm=Binary)" : .bin. The following placeholders are supported. %ActiveProjectName%: Replaces with the active project name. %BuildModeName%: Replaces with the build mode name. %MainProjectName%: Replaces with the main project name. %ProjectName%: Replaces with the project name. This corresponds to the -output option of the linker. This property is displayed only when [Yes] in the [Output hex file] property is selected.	
	Default	%ProjectName%.mot
	How to change	Directly enter in the text box.
	Restriction	Up to 255 characters

Division output file	Specifies the division conversion file. Specifies in the format of "*file name=start address-end address*" or "*file name=section name*", with one file name per line. Specifies an address in the hexadecimal notation (example: file2.mot=400-ffff). To define multiple sections, use a colon to separate each entry written, as in "*file name=section name*:*section name*" (example: file1.mot=stack:istack). The default extensions depends on [Load module file convert format] property when extension omitted. The default extensions are as follows: "Hex file (-FOrm=Hexadecimal)" : .hex "S record file (-FOrm=Stype)" : .mot "Binary data file (-FOrm=Binary)" : .bin. The following placeholders are supported. %BuildModeName%: Replaces with the build mode name. %ProjectName%: Replaces with the project name. %MicomToolPath%: Replaces with the absolute path of the install folder of this product. This corresponds to the -output option of the linker. This property is displayed only when [Yes] in the [Output hex file] property is selected.	
	Default	Division conversion file[number of defined items]
	How to change	Edit by the Text Edit dialog box which appears when clicking the [...] button. For the subproperty, you can use the text box directly enter the text.
	Restriction	Up to 255 characters Up to 65536 items can be specified.

(2) [Hex Format]

The detailed information on output files are displayed and the configuration can be changed.

Hex file format	Selects the load module file convert format. This corresponds to the -form option of the linker. This property is displayed only when [Yes] in the [Output hex file] property in the [Output File] category is specified.		
	Default	S record file (-FOrm=Stype)	
	How to change	Select from the drop-down list.	
	Restriction	Intel expanded hex file (-FOrm=Hexadecimal)	Outputs a Intel expanded hex file.
		Motorola S type file (-FOrm=Stype)	Outputs a Motorola S-type file.
		Binary file (-FOrm=Binary)	Outputs a binary file.

Unifies the record size	Selects whether to output data with the specified data record regardless of the address range. This corresponds to the -record option of the linker. This property is displayed only when [Hex file (-FOrm=Hexadecimal)] in the [Hex file format] property is selected.		
	Default	No	
	How to change	Select from the drop-down list.	
	Restriction	Yes (HEX record) (-REcord=H16)	Outputs the HEX record for the data records.
		Yes (Expansion HEX record) (-REcord=H20)	Outputs the Expansion HEX record for the data records.
		Yes (32-bit HEX record) (-REcord=H32)	Outputs the 32-bit HEX record for the data records.
		No	Outputs various data records according to each address.
Unifies the record size	Selects whether to output data with the specified data record regardless of the address range. This corresponds to the -record option of the linker. This property is displayed only when [S record file (-FOrm=Stype)] in the [Hex file format] property is selected.		
	Default	No	
	How to change	Select from the drop-down list.	
	Restriction	Yes (S1 record) (-REcord=S1)	Outputs the S1 record for the data records.
		Yes (S2 record) (-REcord=S2)	Outputs the S2 record for the data records.
		Yes (S3 record) (-REcord=S3)	Outputs the S3 record for the data records.
		No	Outputs various data records according to each address.
Fills unused areas in the output ranges with the value	Selects whether to fill the unused areas in the output ranges with the value. This corresponds to the -space option of the linker. This property is displayed only when an output file name in the [Division conversion file] property in the [Output File] category is specified.		
	Default	No	
	How to change	Select from the drop-down list.	
	Restriction	Yes (Random) (-SPace=Random)	Fills the unused areas in the output ranges with random values.
		Yes (Specification value) (-SPace=<numerical value>)	Fills the unused areas in the output ranges with user-specified hexadecimal value.
		No	Does not fill the unused areas in the output ranges with data.

Output padding data	Specifies the output padding data. This corresponds to the -space option of the linker. This property is displayed only when [Yes (Specification value) (-SPace=<numerical value>)] in the [Fills unused areas in the output ranges with the value] property is specified.		
	Default	FF (hexadecimal number)	
	How to change	Directly enter in the text box.	
	Restriction	0 to FFFFFFFF (hexadecimal number)	
Specifies byte count for data record	Selects whether to specify the maximum byte count for a data record. This corresponds to the -byte_count option of the linker. This property is displayed only when [Hex file (-FOrm=Hexadecimal)] in the [Load module file convert format] property is selected.		
	Default	No	
	How to change	Select from the drop-down list.	
	Restriction	Yes(-BYte_count)	Specifies the maximum byte count for a data.
		No	Does not specify the byte count for a data.
Maximum byte count for a data record	Specifies the maximum byte count for a data record. This corresponds to the -byte_count option of the linker. This property is displayed only when [Yes(-BYte_count)] in the [Specifies byte count for data record] property is specified.		
	Default	FF (hexadecimal number)	
	How to change	Directly enter in the text box.	
	Restriction	1 to FF (hexadecimal number)	

<table>
<tr><td>Outputs the calculation result of CRC</td><td colspan="3">Selects whether to generate CRC code.
This corresponds to the -crc option of the linker.
This property is displayed only when [Hex file (-FOrm=Hexadecimal)] or [S record file (-FOrm=Stype)] in the [Load module file convert format] property is selected.
The following item is displayed when [Always latest version which was installed] in the [Using compiler package version] property in the [Version Select] category from the [Common Options] tab is selected and the latest version is V2.04.00 or higher or when V2.04.00 or higher is selected in the [Using compiler package version] property.
- Yes(-CRc)

The following items are displayed when [Always latest version which was installed] in the [Using compiler package version] property in the [Version Select] category from the [Common Options] tab is selected and the latest version is V2.04.00 or lower or when V2.04.00 or lower is selected in the [Using compiler package version] property.
- Yes (Polynomial expression: CRC-CCITT, Endian: Automatic) (-CRc)
- Yes (Polynomial expression: CRC-CCITT, Endian: Big-endian data) (-CRc)
- Yes (Polynomial expression: CRC-CCITT, Endian: Little-endian data) (-CRc)
- Yes (Polynomial expression: CRC-16, Endian: Automatic) (-CRc)
- Yes (Polynomial expression: CRC-16, Endian: Big-endian data)(-CRc)
- Yes (Polynomial expression: CRC-16, Endian: Little-endian) data (-CRc)</td></tr>
<tr><td>Default</td><td colspan="2">No</td></tr>
<tr><td>How to change</td><td colspan="2">Select from the drop-down list.</td></tr>
<tr><td rowspan="9">Restriction</td><td>Yes(-CRc)</td><td>Performs the CRC operation on the hex-format objects in the specified range, from low address to high address, and outputs the results of the operation to the specified address.</td></tr>
<tr><td>Yes (Polynomial expression: CRC-CCITT, Endian: Automatic) (-CRc)</td><td>Selects CRC-CCITT as a polynomial expression.</td></tr>
<tr><td>Yes (Polynomial expression: CRC-CCITT, Endian: Big-endian data) (-CRc)</td><td>Selects the CRC-CCITT as a polynomial expression and selects the BIG as an endian.</td></tr>
<tr><td>Yes (Polynomial expression: CRC-CCITT, Endian: Little-endian data) (-CRc)</td><td>Selects the CRC-CCITT as a polynomial expression and selects the LITTLE as an endian.</td></tr>
<tr><td>Yes (Polynomial expression: CRC-16, Endian: Automatic) (-CRc)</td><td>Selects CRC-16 as a polynomial expression.</td></tr>
<tr><td>Yes (Polynomial expression: CRC-16, Endian: Big-endian data)(-CRc)</td><td>Selects the CRC-16 as a polynomial expression and selects the BIG as an endian.</td></tr>
<tr><td>Yes (Polynomial expression: CRC-16, Endian: Little-endian data) (-CRc)</td><td>Selects the CRC-16 as a polynomial expression and selects the LITTLE as an endian.</td></tr>
<tr><td>No</td><td>Does not generate the CRC code.</td></tr>
</table>

Output address	Specifies the address where the result is output. Specifies an address in hexadecimal. This corresponds to the -crc option of the linker. This property is not displayed when [No] in the [Outputs the calculation result of CRC] property is specified.	
	Default	0
	How to change	Directly enter in the text box.
	Restriction	0 to FFFFFFFF (hexadecimal number)
Target range	Specifies the target range. Specifies in the format of "*start address-end address*" or "*section name*". However, "*section name*" can be specified in only CC-RX V2.04.00 or higher version. Specifies an address in the hexadecimal notation (example: 400-ffff). This corresponds to the -crc option of the linker. This property is not displayed when [No] in the [Outputs the calculation result of CRC] property is specified.	
	Default	Target range[*number of defined items*]
	How to change	Directly enter in the text box or edit by the Character String Input dialog box which appears when clicking the [...] button.
	Restriction	Up to 32767 characters Up to 65536 items can be specified.

<table>
<tr><td>Type of CRC</td><td colspan="3">Selects the method of CRC operation.
See "CC-RX Compiler User's Manual" for details about each operation.
This corresponds to the -CRc option of the linker.
This property is displayed only in the following cases.
- When [Yes(-CRc)] in the [Outputs the calculation result of CRC] property is selected.
- When [Always latest version which was installed] in the [Using compiler package version] property in the [Version Select] category from the [Common Options] tab is selected and the latest version is 2.04.00 or higher or when 2.04.00 or higher is selected in the [Using compiler package version] property</td></tr>
<tr><td></td><td>Default</td><td colspan="2">CCITT type</td></tr>
<tr><td></td><td>How to change</td><td colspan="2">Select from the drop-down list.</td></tr>
<tr><td></td><td>Restriction</td><td>CCITT type</td><td>Outputs the calculation result of CRC-16-CCITT-MSB first operation with an initial value of 0xffff and inverse of XOR.</td></tr>
<tr><td></td><td></td><td>CRC-CCITT(MSB) type</td><td>Outputs the calculation result of CRC-16-CCITT-MSB first operation.</td></tr>
<tr><td></td><td></td><td>CRC-CCITT(MSB,LITTLE,4 bytes) type</td><td>Outputs the calculation result of CRC-16-CCITT-MSB first operation with the input specified as 4-byte units in little-endian mode.</td></tr>
<tr><td></td><td></td><td>CRC-CCITT(MSB,LITTLE,2 bytes) type</td><td>Outputs the calculation result of CRC-16-CCITT-MSB first operation with the input specified as 2-byte units in little-endian mode.</td></tr>
<tr><td></td><td></td><td>CRC-CCITT(LSB) type</td><td>Outputs the calculation result of CRC-16-CCITT-LSB first operation.</td></tr>
<tr><td></td><td></td><td>16</td><td>Outputs the calculation result of CRC-16-LSB first operation.</td></tr>
<tr><td></td><td></td><td>SENT(MSB) type</td><td>Outputs the calculation result of operation conforming to SENT.</td></tr>
<tr><td></td><td></td><td>32-ETHERNET type</td><td>Outputs the calculation result of CRC-32-ETHERNET operation.</td></tr>
<tr><td>Initial value</td><td colspan="3">Specifies the initial value for the CRC code in the format of "initial value".
This corresponds to the -CRc option of the linker.
This property is displayed only when [Yes(-CRc)] in the [Outputs the calculation result of CRC] property is selected.</td></tr>
<tr><td></td><td>Default</td><td colspan="2">Blank</td></tr>
<tr><td></td><td>How to change</td><td colspan="2">Directly enter to the text box.</td></tr>
<tr><td></td><td>Restriction</td><td colspan="2">- When other than [32-ETHERNET type] is selected in the [Type of CRC] property
0 to FFFF (hexadecimal number)
- When [32-ETHERNET type] is selected in the [Type of CRC] property
0 to FFFFFFFF (hexadecimal number)</td></tr>
</table>

Endian	Selects the endian for CRC output. This corresponds to the -CRc option of the linker. This property is displayed only when [Yes(-CRc)] in the [Outputs the calculation result of CRC] property is selected.		
	Default	Little endian	
	How to change	Select from the drop-down list.	
	Restriction	Not specify(None)	Does not specify the endian. Depends on the endian type of the input object.
		Little endian	Outputs the value in little-endian mode.
		Big endian	Outputs the value in big-endian mode.
Output size	Specifies the output size for the CRC code. This corresponds to the -CRc option of the linker. This property is displayed only when [Yes(-CRc)] in the [Outputs the calculation result of CRC] property is selected.		
	Default	Blank	
	How to change	Directly enter to the text box.	
	Restriction	2, 4, or blank	
Outputs the S9 record at the end	Selects whether to output the S9 record at the end. This corresponds to the -s9 option of the linker. This property is displayed only when [Motorola S type file (-FOrm=Stype)] in the [Hex file format] property is specified.		
	Default	No	
	How to change	Select from the drop-down list.	
	Restriction	Yes (-S9)	Outputs the S9 record at the end.
		No	Does not output the S9 record at the end.
Suppress outputting data to unused area made by .OFFSET	Selects whether to suppress outputting data to the unused area made by .OFFSET. This property is automatically set by the selection of the [Suppress outputting data to unused area made by .OFFSET] property in the [Object] category of the [Assemble Options] tab or [Individual Assemble Options] tab. This corresponds to the -create_unfilled_area option of the linker. This property is displayed when [Always latest version which was installed] in the [Using compiler package version] property in the [Version Select] category from the [Common Options] tab is selected and the latest version is V2.03.00 or lower or when V2.03.00 or lower is selected in the [Using compiler package version] property.		
	Default	No	
	How to change	Changes not allowed	

(3) [Others]
Other detailed information on linking are displayed and the configuration can be changed.

Use same message-related settings as Link Options tab	Selects whether to make the message-related settings the same as those of the [Link Options] tab.		
	Default	Yes	
	How to change	Select from the drop-down list.	
	Restriction	Yes	Makes the message-related settings the same as those of the [Link Options] tab.
		No	Makes the message-related settings in the property of the [Hex Output Options] tab.
Enables information-level message output	Specifies whether to enable information-level message output. This corresponds to the -message and -nomessage options of the linker. This property is displayed only when [No] in the [Use same message-related settings as Link Options tab] property is specified.		
	Default	No (-NOMessage)	
	How to change	Select from the drop-down list.	
	Restriction	Yes (-Message)	Outputs information level messages.
		No (-NOMessage)	Disables the output of information level messages.
Suppresses the number of information-level messages	Specifies suppresses the number of information-level messages. If multiple message numbers are specified, delimit them with comma (example: 4,200). Also, the range can be set using hyphen (example: 4,200-203,1300). This corresponds to the -nomessage option of the linker. This property is displayed only when [No] in the [Use same message-related settings as Link Options tab] property and [No (-NOMessage)] in the [Enables information-level message output] property is selected.		
	Default	Blank	
	How to change	Directly enter in the text box or edit by the Character String Input dialog box which appears when clicking the [...] button.	
	Restriction	Up to 32767 characters	

Changes the warning-level messages to information-level messages	Selects whether to change the warning-level messages to information-level messages. This corresponds to the -change_message option of the linker. This property is displayed only when [No] in the [Use same message-related settings as Link Options tab] property is specified.		
	Default	No	
	How to change	Select from the drop-down list.	
	Restriction	Yes(All) (-change_message=information)	Changes all warning-level messages to the information-level messages.
		Yes(Specifies error number) (-change_message=information=<ErrorNumber>)	Changes the warning-level messages with the specified error numbers to the information-level messages.
		No	Does not change the warning-level messages to the information-level messages.
Error number of warning-level message	Specifies error number of warning-level message. If multiple message numbers are specified, delimit them with comma (example: 4,200). Also, the range can be set using hyphen (example: 4,200-203,1300). This corresponds to the -change_message option of the linker. This property is displayed only when [No] in the [Use same message-related settings as Link Options tab] property and [Yes(Specifies error number) (-change_message=information=<ErrorNumber>)] in the [Changes the warning-level messages to information-level messages] property is specified.		
	Default	Blank	
	How to change	Directly enter in the text box or edit by the Character String Input dialog box which appears when clicking the [...] button.	
	Restriction	Up to 32767 characters	
Changes the information-level messages to warning-level messages	Selects whether to change the information-level messages to warning-level messages. This corresponds to the -change_message option of the linker. This property is displayed only when [No] in the [Use same message-related settings as Link Options tab] property is specified.		
	Default	No	
	How to change	Select from the drop-down list.	
	Restriction	Yes(All) (-change_message=warning)	Changes all information-level messages to warning-level messages.
		Yes(Specifies error number) (-change_message=warning=<ErrorNumber>)	Changes the information-level messages with the specified error numbers to warning-level messages.
		No	Does not change the information-level messages to warning-level messages.

Error number of information-level message	Specifies error number of information-level message. If multiple message numbers are specified, delimit them with comma (example: 4,200). Also, the range can be set using hyphen (example: 4,200-203,1300). This corresponds to the -change_message option of the linker. This property is displayed only when [No] in the [Use same message-related settings as Link Options tab] property and [Yes(Specifies error number) (-change_message=warning=<ErrorNumber>)] in the [Changes the information-level messages to warning-level messages] property is specified.		
	Default	Blank	
	How to change	Directly enter in the text box or edit by the Character String Input dialog box which appears when clicking the [...] button.	
	Restriction	Up to 32767 characters	
Changes the information-level and warning-level messages to error-level messages	Selects whether to change the information-level and warning-level messages to error-level messages. This corresponds to the -change_message option of the linker. This property is displayed only when [No] in the [Use same message-related settings as Link Options tab] property is specified.		
	Default	No	
	How to change	Select from the drop-down list.	
	Restriction	Yes(All) (-change_message=error)	Changes all information-level and warning-level messages to error-level messages.
		Yes(Specifies error number) (-change_message=error=<ErrorNumber>)	Changes the information-level and warning-level messages with the specified error numbers to error-level messages.
		No	Does not change the warning-level messages to information-level messages.
Error number of information-level and warning-level message	Specifies error number of information-level and warning-level message. If multiple message numbers are specified, delimit them with comma (example: 4,200). Also, the range can be set using hyphen (example: 4,200-203,1300). This corresponds to the -change_message option of the linker. This property is displayed only when [No] in the [Use same message-related settings as Link Options tab] property and [Yes(Specifies error number) (-change_message=error=<ErrorNumber>)] in the [Changes the information-level and warning-level messages to error-level messages] property is specified.		
	Default	Blank	
	How to change	Directly enter in the text box or edit by the Character String Input dialog box which appears when clicking the [...] button.	
	Restriction	Up to 32767 characters	
Other additional options	Inputs the link options to be added additionally. The options set here are added at the end of the link options group.		
	Default	Blank	
	How to change	Directly enter to the text box or edit by the Character String Input dialog box which appears when clicking the [...] button.	
	Restriction	Up to 259 characters	

Command line	The specified option is displayed.	
	Default	Command line[*number of defined items*]
	How to change	Changes not allowed

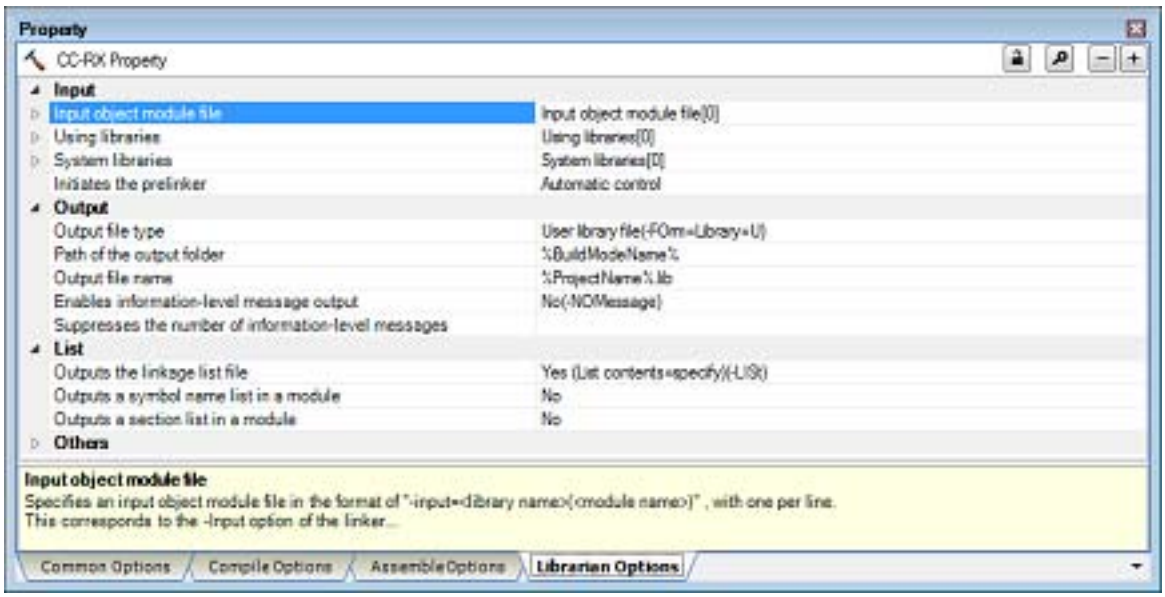
[Librarian Options] tab

This tab shows the detailed information on the link phase categorized by the following and the configuration can be changed.

(1) [Input]
(2) [Output]
(3) [List]
(4) [Others]

Caution This tab is not displayed for the application project.

Figure A.7 Property Panel: [Librarian Options] Tab



[Description of each category]

(1) [Input]
The detailed information on input files is displayed and the configuration can be changed.

Input object module file	Specifies an input object module file. Add one file in one line. The following placeholders are supported. %ActiveProjectDir%: Replaces with the absolute path of the active project folder. %ActiveProjectName%: Replaces with the active project name. %BuildModeName%: Replaces with the build mode name. %MainProjectDir%: Replaces with the absolute path of the main project folder. %MainProjectName%: Replaces with the main project name. %MicomToolPath%: Replaces with the absolute path of the install folder of this product. %ProjectDir%: Replaces with the absolute path of the project folder. %ProjectName%: Replaces with the project name. %TempDir%: Replaces with the absolute path of the temporary folder. %WinDir%: Replaces with the absolute path of the Windows system folder. This corresponds to the -Input option of the linker. The specified file name is displayed as the subproperty.	
	Default	Input object module file[*number of defined items*]
	How to change	Edit by the Text Edit dialog box which appears when clicking the [...] button. For the subproperty, you can use the text box directly enter the text.
	Restriction	Up to 32767 characters Up to 65536 items can be specified.
Using libraries	Specifies an input library file. The following placeholders are supported. %ActiveProjectDir%: Replaces with the absolute path of the active project folder. %ActiveProjectName%: Replaces with the active project name. %BuildModeName%: Replaces with the build mode name. %MainProjectDir%: Replaces with the absolute path of the main project folder. %MainProjectName%: Replaces with the main project name. %MicomToolPath%: Replaces with the absolute path of the install folder of this product. %ProjectDir%: Replaces with the absolute path of the project folder. %ProjectName%: Replaces with the project name. %TempDir%: Replaces with the absolute path of the temporary folder. %WinDir%: Replaces with the absolute path of the Windows system folder. This corresponds to the -library option of the linker. The library file name is displayed as the subproperty.	
	Default	Input library file [*number of defined items*]
	How to change	Edit by the Path Edit dialog box which appears when clicking the [...] button. For the subproperty, you can enter directly in the text box.
	Restriction	Up to 259 characters Up to 65536 items can be specified.
System library file	Changes the specified order of the library files which the system set during linking. The specified system library files are displayed. This corresponds to the -library option of the linker.	
	Default	System library file[*number of defined items*]
	How to change	Edit by the System Include Path Order dialog box which appears when clicking the [...] button.
	Restriction	Changes not allowed (Only the specified order of the system library files can be changed.)

<table>
<tr><td>Input binary data file</td><td colspan="3">Specifies an input binary data file.
Specifies in the format of "file name (section name:boundary alignment/section attribute,symbol name)", with one file name per line.
The ":boundary alignment", "/section attribute", or ",symbol name" part can be omitted.
1, 2, 4, 8, 16, or 32 can be specified for the "boundary alignment".
When the "boundary alignment" specification is omitted, 1 is used as the default.
CODE or DATA can be specified for the "section attribute".
When "section attribute" specification is omitted, the write, read, and execute attributes are all enabled by default.
The following placeholders are supported.
%ActiveProjectDir%: Replaces with the absolute path of the active project folder.
%ActiveProjectName%: Replaces with the active project name.
%BuildModeName%: Replaces with the build mode name.
%MainProjectDir%: Replaces with the absolute path of the main project folder.
%MainProjectName%: Replaces with the main project name.
%MicomToolPath%: Replaces with the absolute path of the install folder of this product.
%ProjectDir%: Replaces with the absolute path of the project folder.
%ProjectName%: Replaces with the project name.
%TempDir%: Replaces with the absolute path of the temporary folder.
%WinDir%: Replaces with the absolute path of the Windows system folder.
This corresponds to the -binary option of the linker.
This property is displayed only when [Relocatable module file (-FOrm=Relocate)] in the [Output file type] property in the [Output] category is selected.</td></tr>
<tr><td></td><td>Default</td><td colspan="2">Specify binary data file[number of defined items]</td></tr>
<tr><td></td><td>How to change</td><td colspan="2">Edit by the Text Edit dialog box which appears when clicking the [...] button.
For the subproperty, you can use the text box directly enter the text.</td></tr>
<tr><td></td><td>Restriction</td><td colspan="2">Up to 32767 characters
Up to 65536 items can be specified.</td></tr>
<tr><td>Initiates the prelinker</td><td colspan="3">Selects whether to initiate the prelinker (The automatic generation of C++ template instance).
This corresponds to the -noprelink option of the linker.</td></tr>
<tr><td></td><td>Default</td><td colspan="2">Automatic control</td></tr>
<tr><td></td><td>How to change</td><td colspan="2">Select from the drop-down list.</td></tr>
<tr><td></td><td rowspan="3">Restriction</td><td>Automatic control</td><td>Disables the prelinker initiation if there is no ii file in a file to be input to linker.</td></tr>
<tr><td></td><td>Yes</td><td>Enables the prelinker initiation.</td></tr>
<tr><td></td><td></td><td>No (-NOPRElink)</td><td>Disables the prelinker initiation.</td></tr>
</table>

(2) [Output]
The detailed information on output files are displayed and the configuration can be changed.

Output file type	Displays the output file type. This corresponds to the -form option of the linker.		
	Default	User library file (-FOrm=Library=U)	
	How to change	Changes not allowed.	
	Restriction	User library file (-FOrm=Library=U)	Outputs a user library file. This item is not available when [Yes (Notify unused symbol) (-Message -MSg_unused)] in the [Enables information-level message output] property is selected.
		System library file (-FOrm=Library=S)	Outputs a system library file. This item is not available when [Yes (Notify unused symbol) (-Message -MSg_unused)] in the [Enables information-level message output] property is selected.
		Relocatable module file (-FOrm=Relocate)	Outputs a relocatable module file.
Outputs debugging information	Specifies whether debugging information is output. This corresponds to the -nodebug and -debug options of the linker. This property is displayed only when [Relocatable module file (-FOrm=Relocate)] in the [Output file type] property is selected.		
	Default	Yes (Outputs to the output file) (-DEBug)	
	How to change	Select from the drop-down list.	
	Restriction	Yes (Outputs to the output file) (-DEBug)	Outputs a debugging information to the output file.
		No (-NODEBug)	Does not output a debugging information.
Path of the output folder	Specifies path of the output folder. The following placeholders are supported. %ActiveProjectDir%: Replaces with the absolute path of the active project folder. %ActiveProjectName%: Replaces with the active project name. %BuildModeName%: Replaces with the build mode name. %MainProjectDir%: Replaces with the absolute path of the main project folder. %MainProjectName%: Replaces with the main project name. %MicomToolPath%: Replaces with the absolute path of the install folder of this product. %ProjectDir%: Replaces with the absolute path of the project folder. %ProjectName%: Replaces with the project name. %TempDir%: Replaces with the absolute path of the temporary folder. %WinDir%: Replaces with the absolute path of the Windows system folder. If this is blank, it is assumed that the project folder has been specified. This corresponds to the -output option of the linker.		
	Default	%BuildModeName%	
	How to change	Directly enter in the text box or edit by the Browse For Folder dialog box which appears when clicking the [...] button.	
	Restriction	Up to 247 characters	

<table>
<tr><td rowspan="4">Output file name</td><td colspan="3">Specifies an output file name.
The default extensions depends on [Output file type] property when extension omitted.
The default extensions are as follows:
"User library file (-FOrm=Library=U)" : .lib
"System library file (-FOrm=Library=S)" : .lib
"Relocatable module file (-FOrm=Relocate)" : .rel.
The following placeholders are supported.
%ActiveProjectName%: Replaces with the active project name.
%BuildModeName%: Replaces with the build mode name.
%MainProjectName%: Replaces with the main project name.
%ProjectName%: Replaces with the project name.
This corresponds to the -output option of the linker.</td></tr>
<tr><td>Default</td><td colspan="2">- When [User library file (-FOrm=Library=U)] in the [Output file type] property is selected
%ProjectName%.lib
- When [System library file (-FOrm=Library=S)] in the [Output file type] property is selected
%ProjectName%.lib
- When [Relocatable module file (-FOrm=Relocate)] in the [Output file type] property is selected
%ProjectName%.rel</td></tr>
<tr><td>How to change</td><td colspan="2">Directly enter in the text box.</td></tr>
<tr><td>Restriction</td><td colspan="2">Up to 259 characters</td></tr>
<tr><td rowspan="5">Enables information-level message output</td><td colspan="3">Specifies whether to enable information-level message output.
This corresponds to the -message, -msg_unused, and -nomessage options of the linker.</td></tr>
<tr><td>Default</td><td colspan="2">No (-NOMessage)</td></tr>
<tr><td>How to change</td><td colspan="2">Select from the drop-down list.</td></tr>
<tr><td rowspan="3">Restriction</td><td>Yes (-Message)</td><td>Outputs information level messages.</td></tr>
<tr><td>Yes (Notify unused symbol) (-Message -MSg_unused)</td><td>Notifies the user of the externally defined symbol which is not referenced.
This item is available only when [Relocatable module file (-FOrm=Relocate)] in the [Output file type] property is selected.</td></tr>
<tr><td>No (-NOMessage)</td><td>Disables the output of information level messages.</td></tr>
</table>

Suppresses the number of information-level messages	Specifies suppresses the number of information-level messages. If multiple message numbers are specified, delimit them with comma (example: 4,200). Also, the range can be set using hyphen (example: 4,200-203,1300). This corresponds to the -nomessage option of the linker. This property is displayed only when [No (-NOMessage)] in the [Enables information-level message output] property is specified.	
	Default	Blank
	How to change	Directly enter in the text box or edit by the Character String Input dialog box which appears when clicking the [...] button.
	Restriction	Up to 32767 characters

(3) [List]

The detailed information on the list are displayed and the configuration can be changed.

Outputs the linkage list file	Selects whether to output the linkage list file. This corresponds to the -list and -show option of the linker.		
	Default	Yes (List contents=specify) (-LISt)	
	How to change	Select from the drop-down list.	
	Restriction	Yes (List contents=not specify) (-LISt -SHow)	Outputs the default information associated with a output file type to a linkage list file.
		Yes (List contents=ALL) (-LISt -SHow=ALL)	Outputs all information associated with a output file type to a linkage list file.
		Yes (List contents=specify) (-LISt)	Outputs the specified information to a linkage list file.
		No	Does not output a linkage list file.
Outputs a symbol name list in a module	Selects whether to output a symbol name list in a module. This corresponds to the -show option of the linker. This property is displayed only when [Yes (List contents=specify) (-LISt)] in the [Outputs the linkage list file] property is selected.		
	Default	No	
	How to change	Select from the drop-down list.	
	Restriction	Yes (-SHow=SYmbo)	Outputs a symbol name list in a module.
		No	Does not output a symbol name list in a module.

Outputs a section list in a module	Selects whether to output a section list in a module. This corresponds to the -show option of the linker. This property is displayed only when [Yes (List contents=specify) (-LISt)] in the [Outputs the linkage list file] property and [User library file (-FOrm=Library=U)] or [System library file (-FOrm=Library=S)] in the [Output file type] property in the [Output] category is selected.		
	Default	No	
	How to change	Select from the drop-down list.	
	Restriction	Yes (-SHow=SEction)	Outputs a section list in a module.
		No	Does not output a section list in a module.
Outputs the cross-reference information	Selects whether to output the cross-reference information. This corresponds to the -show option of the linker. This property is displayed only when [Yes (List contents=specify) (-LISt)] in the [Outputs the linkage list file] property and [Relocatable module file (-FOrm=Relocate)] in the [Output file type] property in the [Output] category is selected.		
	Default	No	
	How to change	Select from the drop-down list.	
	Restriction	Yes (-SHow=Xreference)	Outputs the cross reference information to the linkage list file.
		No	Does not output the cross reference information to the linkage list file.
Shows the total sizes of sections	Selects whether to show the total sizes of sections. This corresponds to the -show option of the linker. This property is displayed only when [Yes (List contents=specify) (-LISt)] in the [Outputs the linkage list file] property and [Relocatable module file (-FOrm=Relocate)] in the [Output file type] property in the [Output] category is selected.		
	Default	No	
	How to change	Select from the drop-down list.	
	Restriction	Yes (-SHow=Total_size)	Shows the total sizes of sections allocated to the ROM and RAM areas.
		No	Does not show the total sizes of sections.
Outputs vector information	Selects whether to output vector information. This corresponds to the -show option of the linker. This property is displayed only when [Yes (List contents=specify) (-LISt)] in the [Outputs the linkage list file] property and [Relocatable module file (-FOrm=Relocate)] in the [Output file type] property in the [Output] category is selected.		
	Default	No	
	How to change	Select from the drop-down list.	
	Restriction	Yes (-SHow=VECTOR)	Outputs vector information to the linkage list file.
		No	Does not output vector information to the linkage list file.

(4) [Others]
Other detailed information on library generators are displayed and the configuration can be changed.

Reduces the memory occupancy	Selects whether to reduce the memory occupancy. This corresponds to the -memory option of the linker. This property is not displayed when any one of the following items is selected. - [User library file (-FOrm=Library=U)] or [System library file (-FOrm=Library=S)] in the [Output file type] property in the [Output] category and [Yes (-Hide)] in the [Deletes local symbol name information] property - [System library file (-FOrm=Relocate)] in the [Output file type] property in the [Output] category		
	Default	No (-MEMory=High)	
	How to change	Select from the drop-down list.	
	Restriction	Yes (-MEMory=Low)	Reduces the memory occupancy.
		No (-MEMory=High)	Does not reduce the memory occupancy.
Changes the warning-level messages to information-level messages	Selects whether to change the warning-level messages to information-level messages. This corresponds to the -change_message option of the linker.		
	Default	No	
	How to change	Select from the drop-down list.	
	Restriction	Yes(All) (-change_message=information)	Changes all warning-level messages to the information-level messages.
		Yes(Specifies error number) (-change_message=information=<ErrorNumber>)	Changes the warning-level messages with the specified error numbers to the information-level messages.
		No	Does not change the warning-level messages to the information-level messages.
Error number of warning-level message	Specifies error number of warning-level message. If multiple message numbers are specified, delimit them with comma (example: 4,200). Also, the range can be set using hyphen (example: 4,200-203,1300). This corresponds to the -change_message option of the linker. This property is displayed only when [Yes(Specifies error number) (-change_message=information=<ErrorNumber>)] in the [Changes the warning-level messages to information-level messages] property is specified.		
	Default	Blank	
	How to change	Directly enter in the text box or edit by the Character String Input dialog box which appears when clicking the [...] button.	
	Restriction	Up to 32767 characters	

Changes the information-level messages to warning-level messages	Selects whether to change the information-level messages to warning-level messages. This corresponds to the -change_message option of the linker.		
	Default	No	
	How to change	Select from the drop-down list.	
	Restriction	Yes(All) (-change_message=warning)	Changes all information-level messages to warning-level messages.
		Yes(Specifies error number) (-change_message=warning=<Error-Number>)	Changes the information-level messages with the specified error numbers to warning-level messages.
		No	Does not change the information-level messages to warning-level messages.
Error number of information-level message	Specifies error number of information-level message. If multiple message numbers are specified, delimit them with comma (example: 4,200). Also, the range can be set using hyphen (example: 4,200-203,1300). This corresponds to the -change_message option of the linker. This property is displayed only when [Yes(Specifies error number) (-change_message=warning=<ErrorNumber>)] in the [Changes the information-level messages to warning-level messages] property is specified.		
	Default	Blank	
	How to change	Directly enter in the text box or edit by the Character String Input dialog box which appears when clicking the [...] button.	
	Restriction	Up to 32767 characters	
Changes the information-level and warning-level messages to error-level messages	Selects whether to change the information-level and warning-level messages to error-level messages. This corresponds to the -change_message option of the linker.		
	Default	No	
	How to change	Select from the drop-down list.	
	Restriction	Yes(All) (-change_message=error)	Changes all information-level and warning-level messages to error-level messages.
		Yes(Specifies error number) (-change_message=error=<ErrorNum-ber>)	Changes the information-level and warning-level messages with the specified error numbers to error-level messages.
		No	Does not change the warning-level messages to information-level messages.

Error number of information-level and warning-level message	Specifies error number of information-level and warning-level message. If multiple message numbers are specified, delimit them with comma (example: 4,200). Also, the range can be set using hyphen (example: 4,200-203,1300). This corresponds to the -change_message option of the linker. This property is displayed only when [Yes(Specifies error number) (-change_message=error=<ErrorNumber>)] in the [Changes the information-level and warning-level messages to error-level messages] property is specified.		
	Default	Blank	
	How to change	Directly enter in the text box or edit by the Character String Input dialog box which appears when clicking the [...] button.	
	Restriction	Up to 32767 characters	
Deletes local symbol name information	Selects whether to delete local symbol name information. This corresponds to the -hide option of the linker.		
	Default	No	
	How to change	Select from the drop-down list.	
	Restriction	Yes (-Hide)	Deletes local symbol name information.
		No	Does not delete local symbol name information.
Displays the total sizes of sections	Selects whether to display the total sizes of sections. This corresponds to the -total_size option of the linker. This property is displayed only when [Relocatable module file (-FOrm=Relocate)] in the [Output file type] property in the [Output] category is selected.		
	Default	No	
	How to change	Select from the drop-down list.	
	Restriction	Yes (-Total_size)	Displays the total sizes of sections.
		No	Does not display the total sizes of sections.
Displays the copyright information	Selects whether to display the copyright information. This corresponds to the -logo and -nologo option of the linker.		
	Default	No (-NOLOgo)	
	How to change	Select from the drop-down list.	
	Restriction	Yes (-LOgo)	Displays the total sizes of sections.
		No (-NOLOgo)	Does not display the total sizes of sections.

<table>
<tr><td>Commands executed before librarian processing</td><td colspan="2">Specifies the command to be executed before librarian processing.
Use the call instruction to specify a batch file (example: call a.bat).
The following placeholders are supported.
%ActiveProjectDir%: Replaces with the absolute path of the active project folder.
%ActiveProjectName%: Replaces with the active project name.
%BuildModeName%: Replaces with the build mode name.
%LibrarianFile%: Replaces with the absolute path of the output file under librarian processing.
%MainProjectDir%: Replaces with the absolute path of the main project folder.
%MainProjectName%: Replaces with the main project name.
%MicomToolPath%: Replaces with the absolute path of the install folder of this product.
%OutputDir%: Replaces with the absolute path of the output folder.
%OutputFile%: Replaces with the absolute path of the output file.
%Program%: Replaces with the file name of the running program.
%ProjectDir%: Replaces with the absolute path of the project folder.
%ProjectName%: Replaces with the project name.
%TempDir%: Replaces with the absolute path of the temporary folder.
%WinDir%: Replaces with the absolute path of the Windows system folder.
When "#!python" is described in the first line, the contents from the second line to the last line are regarded as the script of the Python console, and then executed before librarian processing.
The placeholders can be described in the script.
The specified command is displayed as the subproperty.</td></tr>
<tr><td></td><td>Default</td><td>Commands executed before librarian processing[number of defined items]</td></tr>
<tr><td></td><td>How to change</td><td>Edit by the Text Edit dialog box which appears when clicking the [...] button.
For the subproperty, you can use the text box directly enter the text.</td></tr>
<tr><td></td><td>Restriction</td><td>Up to 1023 characters
Up to 64 items can be specified.</td></tr>
</table>

Commands executed after librarian processing	Specifies the command to be executed after librarian processing. Use the call instruction to specify a batch file (example: call a.bat). The following placeholders are supported. %ActiveProjectDir%: Replaces with the absolute path of the active project folder. %ActiveProjectName%: Replaces with the active project name. %BuildModeName%: Replaces with the build mode name. %LibrarianFile%: Replaces with the absolute path of the output file under librarian processing. %MainProjectDir%: Replaces with the absolute path of the main project folder. %MainProjectName%: Replaces with the main project name. %MicomToolPath%: Replaces with the absolute path of the install folder of this product. %OutputDir%: Replaces with the absolute path of the output folder. %OutputFile%: Replaces with the absolute path of the output file. %Program%: Replaces with the file name of the running program. %ProjectDir%: Replaces with the absolute path of the project folder. %ProjectName%: Replaces with the project name. %TempDir%: Replaces with the absolute path of the temporary folder. %WinDir%: Replaces with the absolute path of the Windows system folder. When "#!python" is described in the first line, the contents from the second line to the last line are regarded as the script of the Python console, and then executed after librarian processing. The placeholders can be described in the script. The specified command is displayed as the subproperty.	
	Default	Commands executed after librarian processing[*number of defined items*]
	How to change	Edit by the Text Edit dialog box which appears when clicking the [...] button. For the subproperty, you can use the text box directly enter the text.
	Restriction	Up to 1023 characters Up to 64 items can be specified.
Other additional options	Inputs the link options to be added additionally. The options set here are added at the end of the link options group.	
	Default	Blank
	How to change	Directly enter to the text box or edit by the Character String Input dialog box which appears when clicking the [...] button.
	Restriction	Up to 259 characters
Command line	The specified option is displayed.	
	Default	Command line[*number of defined items*]
	How to change	Changes not allowed

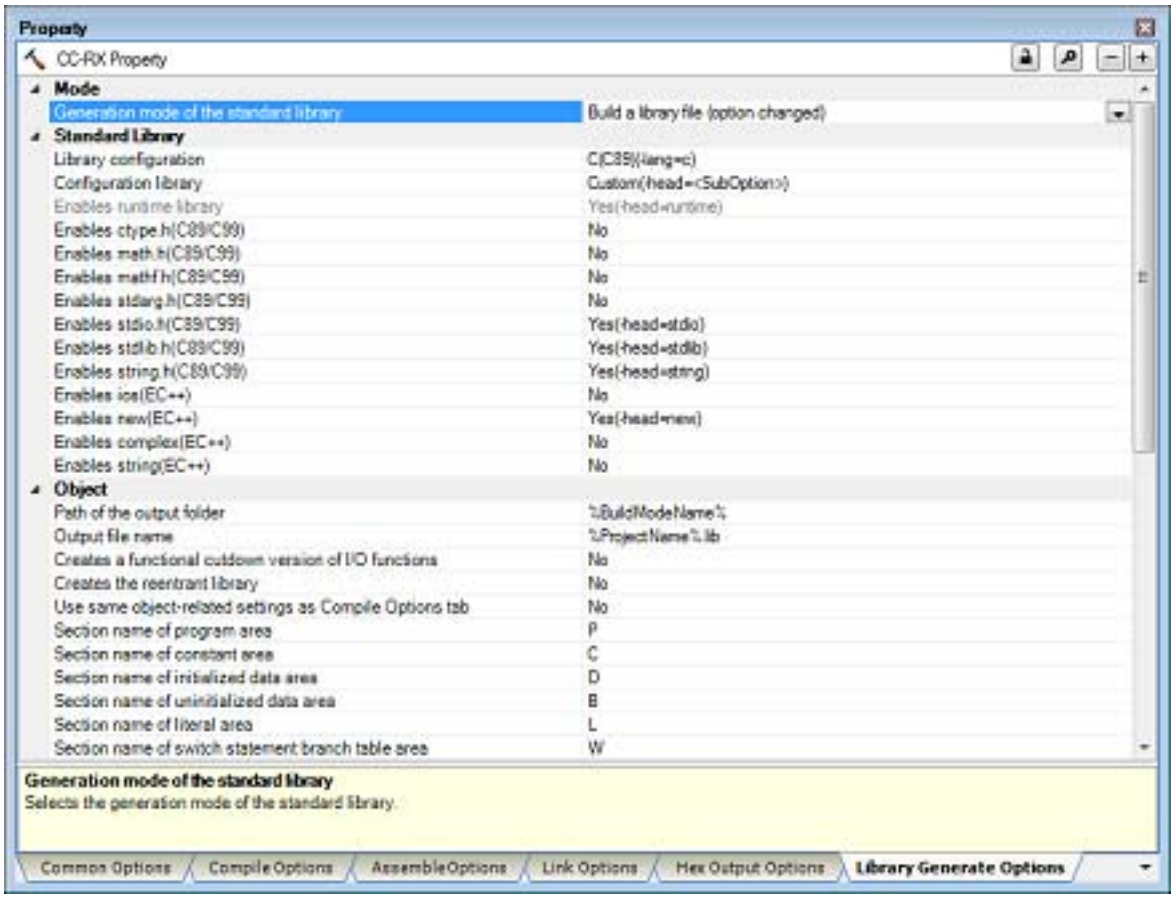
[Library Generate Options] tab

This tab shows the detailed information on the library generate phase categorized by the following and the configuration can be changed.

(1) [Mode]
(2) [Standard Library]
(3) [Object]
(4) [Optimization]
(5) [Others]

Caution This tab is not displayed for the library project.

Figure A.8 Property Panel: [Library Generate Options] Tab



Remark This figure is the image when the version of the compiler package is V2.00.00 or lower.

[Description of each category]

(1) [Mode]
The detailed information on modes are displayed and the configuration can be changed.

Generation mode of the standard library	Selects the generation mode of the standard library.		
	Default	Build a library file (option changed)	
	How to change	Select from the drop-down list.	
	Restriction	Build a library file (anytime)	Creates a latest standard library file.
		Build a library file (option changed)	Creates a latest standard library file only when an option is changed regardless of whether Build or Rebuild.
		Do not add a library file	Does not add a library file.

(2) [Standard Library]
The detailed information on standard library are displayed and the configuration can be changed.
This category is not displayed when [Do not add a library file] in the [Generation mode of the standard library] property in the [Mode] category.

Library configuration	Selects which functions are to be usable in the C standard library. This corresponds to the -lang option of the library generator.		
	Default	C(C89) (-lang=c)	
	How to change	Select from the drop-down list.	
	Restriction	C(C89) (-lang=c)	Includes only the functions conforming to the C89 standard in the C standard library.
		C99 (-lang=c99)	Includes the functions conforming to the C89 standard and the functions conforming to the C99 standard in the C standard library.
Configuration library	Selects the configuration library. This corresponds to the -head option of the library generator.		
	Default	Custom (-head=<SubOption>)	
	How to change	Select from the drop-down list.	
	Restriction	Custom (-head=<SubOption>)	Specifies a configuration library.
		All enable (-head=all)	Specifies all library functions and runtime library.
		All disable (-head=runtime)	Does not specify a configuration library.
Enables runtime library	Selects whether to enable runtime library. This corresponds to the -head option of the library generator. This property is displayed only when [Custom (-head=<SubOption>)] in the [Configuration library] property is selected.		
	Default	Yes (-head=runtime)	
	How to change	Select from the drop-down list.	
	Restriction	Yes (-head=runtime)	Enables the runtime library.
		No	Disables the runtime library.

Enables ctype.h(C89/C99)	Selects whether to enable ctype.h(C89/C99). This corresponds to the -head option of the library generator. This property is displayed only when [Custom (-head=<SubOption>)] in the [Configuration library] property is selected.		
	Default	No	
	How to change	Select from the drop-down list.	
	Restriction	Yes (-head=ctype)	Enables the ctype.h (C89/C99) and runtime library.
		No	Disables the ctype.h (C89/C99).
Enables math.h(C89/C99)	Selects whether to enable math.h(C89/C99). This corresponds to the -head option of the library generator. This property is displayed only when [Custom (-head=<SubOption>)] in the [Configuration library] property is selected.		
	Default	No	
	How to change	Select from the drop-down list.	
	Restriction	Yes (-head=math)	Enables the math.h (C89/C99) and runtime library.
		No	Disables the math.h (C89/C99).
Enables mathf.h(C89/C99)	Selects whether to enable mathf.h(C89/C99). This corresponds to the -head option of the library generator. This property is displayed only when [Custom (-head=<SubOption>)] in the [Configuration library] property is selected.		
	Default	No	
	How to change	Select from the drop-down list.	
	Restriction	Yes (-head=mathf)	Enables the mathf.h (C89/C99) and runtime library.
		No	Disables the mathf.h (C89/C99).
Enables stdarg.h(C89/C99)	Selects whether to enable stdarg.h(C89/C99). This corresponds to the -head option of the library generator. This property is displayed only when [Custom (-head=<SubOption>)] in the [Configuration library] property is selected.		
	Default	No	
	How to change	Select from the drop-down list.	
	Restriction	Yes (-head=stdarg)	Enables the stdarg.h (C89/C99) and runtime library.
		No	Disables the stdarg.h (C89/C99).

Enables stdio.h(C89/C99)	Selects whether to enable stdio.h(C89/C99). This corresponds to the -head option of the library generator. This property is displayed only when [Custom (-head=<SubOption>)] in the [Configuration library] property is selected.		
	Default	Yes (-head=stdio)	
	How to change	Select from the drop-down list.	
	Restriction	Yes (-head=stdio)	Enables the stdio.h (C89/C99) and runtime library.
		No	Disables the stdio.h (C89/C99).
Enables stdlib.h(C89/C99)	Selects whether to enable stdlib.h(C89/C99). This corresponds to the -head option of the library generator. This property is displayed only when [Custom (-head=<SubOption>)] in the [Configuration library] property is selected.		
	Default	Yes (-head=stdlib)	
	How to change	Select from the drop-down list.	
	Restriction	Yes (-head=stdlib)	Enables the stdlib.h (C89/C99) and runtime library.
		No	Disables the stdlib.h (C89/C99).
Enables string.h(C89/C99)	Selects whether to enable string.h(C89/C99). This corresponds to the -head option of the library generator. This property is displayed only when [Custom (-head=<SubOption>)] in the [Configuration library] property is selected.		
	Default	Yes (-head=string)	
	How to change	Select from the drop-down list.	
	Restriction	Yes (-head=string)	Enables the string.h (C89/C99) and runtime library.
		No	Disables the string.h (C89/C99).
Enables ios(EC++)	Selects whether to enable ios(EC++). This corresponds to the -head option of the library generator. This property is displayed only when [Custom (-head=<SubOption>)] in the [Configuration library] property is selected.		
	Default	No	
	How to change	Select from the drop-down list.	
	Restriction	Yes (-head=ios)	Enables the ios(EC++) and runtime library.
		No	Disables the ios(EC++).

Enables new(EC++)	Selects whether to enable new(EC++). This corresponds to the -head option of the library generator. This property is displayed only when [Custom (-head=<SubOption>)] in the [Configuration library] property is selected.		
	Default	Yes (-head=new)	
	How to change	Select from the drop-down list.	
	Restriction	Yes (-head=new)	Enables the new(EC++) and runtime library.
		No	Disables the new(EC++).
Enables complex(EC++)	Selects whether to enable complex(EC++). This corresponds to the -head option of the library generator. This property is displayed only when [Custom (-head=<SubOption>)] in the [Configuration library] property is selected.		
	Default	No	
	How to change	Select from the drop-down list.	
	Restriction	Yes (-head=complex)	Enables the complex(EC++) and runtime library.
		No	Disables the complex(EC++).
Enables string(EC++)	Selects whether to enable string(EC++). This corresponds to the -head option of the library generator. This property is displayed only when [Custom (-head=<SubOption>)] in the [Configuration library] property is selected.		
	Default	No	
	How to change	Select from the drop-down list.	
	Restriction	Yes (-head=cppstring)	Enables the string(EC++) and runtime library.
		No	Disables the string(EC++).
Enables complex.h(C99)	Selects whether to enable complex.h(C99). This corresponds to the -head option of the library generator. This property is displayed only when [C99 (-lang=c99)] in the [Library configuration] property and [Custom (-head=<SubOption>)] in the [Configuration library] property is selected.		
	Default	No	
	How to change	Select from the drop-down list.	
	Restriction	Yes (-head=C99_complex)	Enables the complex.h(C99) and runtime library.
		No	Disables the complex.h(C99).

Enables fenv.h(C99)	Selects whether to enable fenv.h(C99). This corresponds to the -head option of the library generator. This property is displayed only when [C99 (-lang=c99)] in the [Library configuration] property and [Custom (-head=<SubOption>)] in the [Configuration library] property is selected.		
	Default	No	
	How to change	Select from the drop-down list.	
	Restriction	Yes (-head=fenv)	Enables the fenv.h(C99) and runtime library.
		No	Disables the fenv.h(C99).
Enables inttypes.h(C99)	Selects whether to enable inttypes.h(C99). This corresponds to the -head option of the library generator. This property is displayed only when [C99 (-lang=c99)] in the [Library configuration] property and [Custom (-head=<SubOption>)] in the [Configuration library] property is selected.		
	Default	No	
	How to change	Select from the drop-down list.	
	Restriction	Yes (-head=inttypes)	Enables the inttypes.h(C99) and runtime library.
		No	Disables the inttypes.h(C99).
Enables wchar.h(C99)	Selects whether to enable wchar.h(C99). This corresponds to the -head option of the library generator. This property is displayed only when [C99 (-lang=c99)] in the [Library configuration] property and [Custom (-head=<SubOption>)] in the [Configuration library] property is selected.		
	Default	No	
	How to change	Select from the drop-down list.	
	Restriction	Yes (-head=wchar)	Enables the wchar.h(C99) and runtime library.
		No	Disables the wchar.h(C99).
Enables wctype.h(C99)	Selects whether to enable wctype.h(C99). This corresponds to the -head option of the library generator. This property is displayed only when [C99 (-lang=c99)] in the [Library configuration] property and [Custom (-head=<SubOption>)] in the [Configuration library] property is selected.		
	Default	No	
	How to change	Select from the drop-down list.	
	Restriction	Yes (-head=wctype)	Enables the wctype.h(C99) and runtime library.
		No	Disables the wctype.h(C99).

(3) [Object]
The detailed information on output files are displayed and the configuration can be changed.
This category is not displayed when [Do not add a library file] in the [Generation mode of the standard library] property in the [Mode] category.

Path of the output folder	Specifies path of the output folder. The following placeholders are supported. %ActiveProjectDir%: Replaces with the absolute path of the active project folder. %ActiveProjectName%: Replaces with the active project name. %BuildModeName%: Replaces with the build mode name. %MainProjectDir%: Replaces with the absolute path of the main project folder. %MainProjectName%: Replaces with the main project name. %MicomToolPath%: Replaces with the absolute path of the install folder of this product. %ProjectDir%: Replaces with the absolute path of the project folder. %ProjectName%: Replaces with the project name. %TempDir%: Replaces with the absolute path of the temporary folder. %WinDir%: Replaces with the absolute path of the Windows system folder. If this is blank, it is assumed that the project folder has been specified. This corresponds to the -output option of the library generator.		
	Default	%BuildModeName%	
	How to change	Directly enter in the text box or edit by the Browse For Folder dialog box which appears when clicking the [...] button.	
	Restriction	Up to 247 characters	
Output file name	Specifies the output file name. The following placeholders are supported. %ActiveProjectName%: Replaces with the active project name. %BuildModeName%: Replaces with the build mode name. %MainProjectName%: Replaces with the main project name. %ProjectName%: Replaces with the project name. The reference point of the path is the project folder. This corresponds to the -output option of the library generator.		
	Default	%ProjectName%.lib	
	How to change	Directly enter to the text box.	
	Restriction	Up to 32767 characters	
Generation mode of the standard library	Selects whether to create a functional cutdown version of I/O functions. This corresponds to the -nofloat and -simple_stdio option of the library generator.		
	Default	No	
	How to change	Select from the drop-down list.	
	Restriction	Yes (Functional cutdown version 1) (-nofloat)	Creates simple I/O functions that do not support the conversion of floating-point numbers (%f, %e, %E, %g, %G).
		Yes (Functional cutdown version 2) (-simple_stdio)	Does not include the conversion of the floating point numbers, the conversion of long long type, and the conversion of 2-byte code.
		No	Does not create a functional cutdown version of I/O functions.

Creates the reentrant library	Selects whether to create the reentrant library. This corresponds to the -reent option of the library generator. This property is displayed when [Always latest version which was installed] in the [Using compiler package version] property in the [Version Select] category from the [Common Options] tab is selected and the latest version is V2.03.00 or higher or when V2.03.00 or higher is selected in the [Using compiler package version] property.		
	Default	No	
	How to change	Select from the drop-down list.	
	Restriction	Yes (-reent)	Creates the reentrant library.
		No	Does not create the reentrant library.
Use same object-related settings as Compile Options tab	Selects whether to make the object-related settings match those of the [Compile Options] tab.		
	Default	No	
	How to change	Select from the drop-down list.	
	Restriction	Yes	Makes the object-related settings match those of the [Compile Options] tab.
		No	Does not make the object-related settings match those of the [Compile Options] tab.
Section name of program area	Specifies the section name of program area. This corresponds to the -section option of the compiler. This property is displayed only when [No] in the [Use same object-related settings as Compile Options tab] property is selected.		
	Default	P	
	How to change	Directly enter in the text box.	
	Restriction	Up to 32767 characters	
Section name of constant area	Specifies the section name of constant area. This corresponds to the -section option of the compiler. This property is displayed only when [No] in the [Use same object-related settings as Compile Options tab] property is selected.		
	Default	C	
	How to change	Directly enter in the text box.	
	Restriction	Up to 32767 characters	
Section name of initialized data area	Specifies the section name of initialized data area. This corresponds to the -section option of the compiler. This property is displayed only when [No] in the [Use same object-related settings as Compile Options tab] property is selected.		
	Default	D	
	How to change	Directly enter in the text box.	
	Restriction	Up to 32767 characters	

Section name of uninitialized data area	Specifies the section name of uninitialized data area. This corresponds to the -section option of the compiler. This property is displayed only when [No] in the [Use same object-related settings as Compile Options tab] property is selected.		
	Default	B	
	How to change	Directly enter in the text box.	
	Restriction	Up to 32767 characters	
Section name of literal area	Specifies the section name of literal area. This corresponds to the -section option of the compiler. This property is displayed only when [No] in the [Use same object-related settings as Compile Options tab] property is selected.		
	Default	L	
	How to change	Directly enter in the text box.	
	Restriction	Up to 32767 characters	
Section name of switch statement branch table area	Specifies the section name of switch statement branch table area. This corresponds to the -section option of the compiler. This property is displayed only when [No] in the [Use same object-related settings as Compile Options tab] property is selected.		
	Default	W	
	How to change	Directly enter in the text box.	
	Restriction	Up to 32767 characters	
Allocates uninitialized variables to 4-byte boundary alignment sections	Selects whether to allocate uninitialized variables to 4-byte boundary alignment sections. This corresponds to the -nostuff option of the compiler. This property is displayed only when [No] in the [Use same object-related settings as Compile Options tab] property is selected.		
	Default	No	
	How to change	Select from the drop-down list.	
	Restriction	Yes (-nostuff=B)	Allocates uninitialized variables to 4-byte boundary alignment sections.
		No	Does not allocate uninitialized variables to 4-byte boundary alignment sections.

Allocates initialized variables to 4-byte boundary alignment sections	Selects whether to allocate initialized variables to 4-byte boundary alignment sections. This corresponds to the -nostuff option of the compiler. This property is displayed only when [No] in the [Use same object-related settings as Compile Options tab] property is selected.		
	Default	No	
	How to change	Select from the drop-down list.	
	Restriction	Yes (-nostuff=D)	Allocates initialized variables to 4-byte boundary alignment sections.
		No	Does not allocates initialized variables to 4-byte boundary alignment sections.
Allocates const qualified variables to 4-byte boundary alignment sections	Selects whether to allocate const qualified variables to 4-byte boundary alignment sections. This corresponds to the -nostuff option of the compiler. This property is displayed only when [No] in the [Use same object-related settings as Compile Options tab] property is selected.		
	Default	No	
	How to change	Select from the drop-down list.	
	Restriction	Yes (-nostuff=C)	Allocates const qualified variables to 4-byte boundary alignment sections.
		No	Does not allocate const qualified variables to 4-byte boundary alignment sections.
Allocates switch statement branch tables to 4-byte boundary alignment sections	Selects whether to allocate switch statement branch tables to 4-byte boundary alignment sections. This corresponds to the -nostuff option of the compiler. This property is displayed only when [No] in the [Use same object-related settings as Compile Options tab] property is selected.		
	Default	No	
	How to change	Select from the drop-down list.	
	Restriction	Yes (-nostuff=W)	Allocates switch statement branch tables to 4-byte boundary alignment sections.
		No	Does not allocate switch statement branch tables to 4-byte boundary alignment sections.

Adjustment for instruction in branch	Selects adjustment for instruction in branch. This corresponds to the -noinstalign, -instalign4, and -instalign8 option of the compiler. This property is displayed only when [No] in the [Use same object-related settings as Compile Options tab] property is selected.		
	Default	Configuration of the compile option	
	How to change	Select from the drop-down list.	
	Restriction	Execution in 4 bytes (-instalign4)	Aligns instructions at branch destinations to 4-byte boundaries.
		Execution in 4 bytes(Contains each loop head) (-instalign4=loop)	Aligns instructions at branch destinations to 4-byte boundaries (Contains head of each loop).
		Execution in 4 bytes(Contains each inmost loop head) (-instalign4=inmost-loop)	Aligns instructions at branch destinations to 4-byte boundaries (Contains head of each inmost loop).
		Execution in 8 bytes (-instalign8)	Aligns instructions at branch destinations to 8-byte boundaries.
		Execution in 8 bytes (Contains each loop head) (-instalign8=loop)	Aligns instructions at branch destinations to 8-byte boundaries (Contains head of each loop).
		Execution in 8 bytes (Contains each inmost loop head) (-instalign8=inmost-loop)	Aligns instructions at branch destinations to 8-byte boundaries (Contains head of each inmost loop).
		None (-noinstalign)	Does not align instructions at branch destinations.
Generates divisions and residues with DIV, DIVU, and the FDIV instruction	Selects whether to generate divisions and residues with DIV, DIVU, and the FDIV instruction. This corresponds to the -nouse_div_inst option of the compiler. This property is displayed only when [No] in the [Use same object-related settings as Compile Options tab] property is selected.		
	Default	Configuration of the compile option	
	How to change	Select from the drop-down list.	
	Restriction	Yes	Generates code in which DIV, DIVU, or FDIV instructions are used.
		No (-nouse_div_inst)	Generates code in which no DIV, DIVU, or FDIV instructions are used.

(4) [Optimization]
The detailed information on optimizations are displayed and the configuration can be changed.
This category is not displayed when [Do not add a library file] in the [Generation mode of the standard library] property in the [Mode] category.

Use same optimization-related settings as Compile Options tab	Selects whether to make the optimization-related settings match those of the [Compile Options] tab.		
	Default	No	
	How to change	Select from the drop-down list.	
	Restriction	Yes	Makes the optimization-related settings match those of the [Compile Options] tab.
		No	Does not make the optimization-related settings match those of the [Compile Options] tab.
Optimization level	Selects optimization level. This corresponds to the -optimize option of the library generator. This property is displayed only when [No] in the [Use same optimization-related settings as Compile Options tab] property is selected.		
	Default	2 (-optimize=2)	
	How to change	Select from the drop-down list.	
	Restriction	0 (-optimize=0)	Does not optimize the program.
		1 (-optimize=1)	Partially optimizes the program by automatically allocating variables to registers, integrating the function exit blocks, integrating multiple instructions which can be integrated, etc.
		2 (-optimize=2)	Performs overall optimization.
		Max (-optimize=max)	Performs optimization as much as possible.
Outputs additional information for inter-module optimization	Selects whether to output additional information for inter-module optimization. This corresponds to the -goptimize option of the library generator. This property is displayed only when [No] in the [Use same optimization-related settings as Compile Options tab] property is selected.		
	Default	No	
	How to change	Select from the drop-down list.	
	Restriction	Yes (-goptimize)	Outputs additional information for inter-module optimization.
		No	Does not outputs additional information for inter-module optimization.

Optimization type	Selects optimization type. This corresponds to the -speed and -size option of the library generator. This property is displayed only when [No] in the [Use same optimization-related settings as Compile Options tab] property is selected.		
	Default	Optimizes with emphasis on code size (-size)	
	How to change	Select from the drop-down list.	
	Restriction	Optimizes with emphasis on execution performance (-speed)	Optimizes with emphasis on execution performance.
		Optimizes with emphasis on code size (-size)	Optimizes with emphasis on code size.
Loop expansion	Selects whether to optimize the loop expansion (for, while, and do-while). This corresponds to the -loop option of the library generator. This property is displayed only when [No] in the [Use same optimization-related settings as Compile Options tab] property is selected.		
	Default	Depends on the optimization level and optimization type options	
	How to change	Select from the drop-down list.	
	Restriction	Depends on the optimization level and optimization type options	Depends on the optimization level and optimization type options.
		Expansion (-loop=<numeric value>)	Expands loop statements (for, while, and do-while).
Expansion maximum number	Specifies expansion maximum number. This corresponds to the suboption of -loop option of the library generator. This property is displayed only in the following cases. - When [Expansion (-loop=<numeric value>)] in the [Loop expansion] property is selected - When [No] in the [Use same optimization-related settings as Compile Options tab] property is selected		
	Default	2 (decimal number)	
	How to change	Directly enter in the text box.	
	Restriction	1 to 32 (decimal number)	

<table>
<tr><td rowspan="5">Performs inline expansion automatically</td><td colspan="3">Selects whether to perform inline expansion automatically.
This option corresponds to the -inline and -noinline option of the library generator.
This property is displayed only when [No] in the [Use same optimization-related settings as Compile Options tab] property is selected.</td></tr>
<tr><td>Default</td><td colspan="2">Depends on the optimization level and optimization type options</td></tr>
<tr><td>How to change</td><td colspan="2">Select from the drop-down list.</td></tr>
<tr><td rowspan="3">Restriction</td><td>Depends on the optimization level and optimization type options</td><td>Depends on the optimization level and optimization type options.</td></tr>
<tr><td>Yes (-inline=<numeric value>)</td><td>Performs inline expansion automatically.</td></tr>
<tr><td>No (-noinline)</td><td>Does not perform inline expansion automatically.</td></tr>
<tr><td rowspan="4">Maximum increasing rate of function size</td><td colspan="3">Specifies maximum increasing rate of function size.
This option corresponds to the -inline option of the library generator.
This property is displayed only in the following cases.
- When [Yes (-inline=<numeric value>)] in the [Performs inline expansion automatically] property is selected
- When [No] in the [Use same optimization-related settings as Compile Options tab] property is selected</td></tr>
<tr><td>Default</td><td colspan="2">100 (decimal number)</td></tr>
<tr><td>How to change</td><td colspan="2">Select from the drop-down list.</td></tr>
<tr><td>Restriction</td><td colspan="2">1 to 65535 (decimal number)</td></tr>
<tr><td rowspan="4">Files for inter-file inline expansion</td><td colspan="3">Specifies files for inter-file inline expansion.
This option is valid only when the inline option or #pragma inline has been specified.
The following placeholders are supported.
%BuildModeName%: Replaces with the build mode name.
%ProjectName%: Replaces with the project name.
%MicomToolPath%: Replaces with the absolute path of the product install folder.
This option corresponds to the -file_inline option of the compiler.
The file name is displayed as the subproperty.
This property is displayed only in the following cases.
- When [Always latest version which was installed] in the [Using compiler package version] property in the [Version Select] category from the [Common Options] tab is selected and the latest version is V2.00.00 or lower or when V2.00.00 or lower is selected in the [Using compiler package version] property
- When [No] in the [Use same optimization-related settings as Compile Options tab] property is selected</td></tr>
<tr><td>Default</td><td colspan="2">Files for inter-file inline expansion[number of defined items]</td></tr>
<tr><td>How to change</td><td colspan="2">Click the [...] button to open the Path Edit dialog box.
-> Edit by the Add Inline Expansion File dialog box which appears when clicking the [Browse...] button.
For the subproperty, you can use the text box directly enter the text.</td></tr>
<tr><td>Restriction</td><td colspan="2">Up to 259 characters
Up to 65536 items can be specified.</td></tr>
</table>

Expansion method of the switch statement	Selects expansion method of the switch statement. This corresponds to the -case option of the library generator. This property is displayed only when [No] in the [Use same optimization-related settings as Compile Options tab] property is selected.		
	Default	Compiler automatically selects (-case=auto)	
	How to change	Select from the drop-down list.	
	Restriction	if_then method (-case=ifthen)	Expands the switch statement using the if_then method.
		Jumping to a table method (-case=table)	Expands the switch statement by using the table method.
		Compiler automatically selects (-case=auto)	Automatically selects the if_then method or table method.
Handles external variables as if they are volatile qualified	Selects whether to handle all external variables as if they are volatile qualified. This corresponds to the -volatile and -novolatile option of the library generator. This property is displayed only when [No] in the [Use same optimization-related settings as Compile Options tab] property is selected.		
	Default	No (-novolatile)	
	How to change	Select from the drop-down list.	
	Restriction	Yes (-volatile)	Handles all external variables as if they were volatile qualified.
		No (-novolatile)	Does not handle external variables as if they were volatile qualified.
Performs the constant propagation of const qualified external variables	Selects whether to perform the constant propagation of const qualified external variables. This corresponds to the -const_copy and -noconst_copy option of the library generator. This property is displayed only when [No] in the [Use same optimization-related settings as Compile Options tab] property is selected.		
	Default	Depends on the optimization level options	
	How to change	Select from the drop-down list.	
	Restriction	Depends on the optimization level options	Depends on the optimization level options.
		Yes (-const_copy)	Enables constant propagation of const qualified external variables.
		No (-noconst_copy)	Disables constant propagation of const qualified external variables.

Conversion method of the divisions and residues of integer constants	Selects conversion method of the divisions and residues of integer constants. This corresponds to the -const_div and -noconst_div option of the library generator. This property is displayed only when [No] in the [Use same optimization-related settings as Compile Options tab] property is selected.		
	Default	Depends on the optimization type option	
	How to change	Select from the drop-down list.	
	Restriction	Depends on the optimization type option	Depends on the optimization type option
		Instruction sequence using multiplication (-const_div)	Performs constant division (residue) by an instruction sequence using multiplication.
		Instruction sequence using division (-noconst_div)	Performs constant division (residue) by an instruction sequence using division.
Expansion method of the library function	Selects expansion method of the library function. This corresponds to the -library option of the library generator. This property is displayed only when [No] in the [Use same optimization-related settings as Compile Options tab] property is selected.		
	Default	Performs instruction expansion of several library functions (-library=intrinsic)	
	How to change	Select from the drop-down list.	
	Restriction	Calls library functions (-library=function)	Calls all library functions.
		Performs instruction expansion of several library functions (-library=intrinsic)	Performs instruction expansion for abs(), fabsf(), and library functions which can use string manipulation instructions.
Divides the optimizing ranges into many sections before compilation	Selects whether to divide the optimizing ranges of the large-size function into many sections before compilation. This corresponds to the -scope and -noscope option of the library generator. This property is displayed only when [No] in the [Use same optimization-related settings as Compile Options tab] property is selected.		
	Default	Depends on the optimization level option	
	How to change	Select from the drop-down list.	
	Restriction	Depends on the optimization level option	Depends on the optimization level option.
		Yes (-scope)	Divides the optimizing ranges of the large-size function into many sections before compilation.
		No (-noscope)	Does not divide the optimizing ranges before compilation.

Schedules the instruction taking into consideration pipeline processing	Selects whether to schedule the instruction taking into consideration pipeline processing. This corresponds to the -schedule and -noscheduleoption of the library generator. This property is displayed only when [No] in the [Use same optimization-related settings as Compile Options tab] property is selected.		
	Default	Depends on the optimization level option	
	How to change	Select from the drop-down list.	
	Restriction	Depends on the optimization level option	Depends on the optimization level option.
		Yes (-schedule)	Schedules instructions taking into consideration pipeline processing.
		No (-noschedule)	Does not schedule instructions.
Converts floating-point constant division into multiplication	Selects whether to convert floating-point constant division into multiplication of the corresponding reciprocals as constants. This corresponds to the -approxdiv option of the library generator. This property is displayed only when [No] in the [Use same optimization-related settings as Compile Options tab] property is selected.		
	Default	No	
	How to change	Select from the drop-down list.	
	Restriction	Yes (-approxdiv)	Converts floating-point constant division into multiplication.
		No	Does not convert floating-point constant division into multiplication.
Allocates preferentially the variables with register storage class specification to registers	Selects whether to allocate preferentially the variables with register storage class specification to registers. This corresponds to the -enable_register option of the compiler. This property is displayed only in the following cases. - When [Always latest version which was installed] in the [Using compiler package version] property in the [Version Select] category from the [Common Options] tab is selected and the latest version is V2.00.00 or lower or when V2.00.00 or lower is selected in the [Using compiler package version] property - When [No] in the [Use same optimization-related settings as Compile Options tab] property is selected		
	Default	No	
	How to change	Select from the drop-down list.	
	Restriction	Yes (-enable_register)	Allocates preferentially the variables with register storage class specification to registers.
		No	Does not allocate preferentially the variables with register storage class specification to registers.

Omits a check of the range for conversion between the floating type and unsigned integer type	Selects whether to omit a check of the range for conversion between the floating type and unsigned integer type. This corresponds to the -simple_float_conv option of the library generator. This property is displayed only when [No] in the [Use same optimization-related settings as Compile Options tab] property is selected.		
	Default	No	
	How to change	Select from the drop-down list.	
	Restriction	Yes (-simple_float_conv)	Omits part of the type conversion processing for the floating type.
		No	Does not omit part of the type conversion processing for the floating type.
Performs optimization considering the type of the data indicated by the pointer	Selects whether to perform optimization considering the type of the data indicated by the pointer. This corresponds to the -alias option of the library generator. This property is displayed only when [No] in the [Use same optimization-related settings as Compile Options tab] property is selected.		
	Default	No	
	How to change	Select from the drop-down list.	
	Restriction	Yes (-alias=ansi)	Performs optimization considering the type of the data indicated by the pointer.
		No	Does not perform optimization considering the type of the data indicated by the pointer.
Optimizes modification of the operation order of a floating-point expression	Selects whether to optimize modification of the operation order of a floating-point expression. This corresponds to the -float_order option of the library generator. This property is displayed only in the following cases. - When [2 (-optimize=2)] or [Max (-optimize=max)] in the [Optimization level] property is selected - When [No] in the [Use same optimization-related settings as Compile Options tab] property is selected		
	Default	No	
	How to change	Select from the drop-down list.	
	Restriction	Yes (-float_order)	Optimizes modification of the operation order in a floating-point expression.
		No	Does not optimize modification of the operation order in a floating-point expression.

(5) [Others]
Other detailed information on library generators are displayed and the configuration can be changed.

<table>
<tr><td>Outputs the copyright</td><td colspan="3">Selects whether to output the copyright.
This corresponds to the -nologo option of the library generator.
This property is not displayed when [Do not add a library file] in the [Generation mode of the standard library] property in the [Mode] category.</td></tr>
<tr><td></td><td>Default</td><td colspan="2">No (-nologo)</td></tr>
<tr><td></td><td>How to change</td><td colspan="2">Select from the drop-down list.</td></tr>
<tr><td></td><td rowspan="2">Restriction</td><td>Yes(-logo)</td><td>Outputs the copyright.</td></tr>
<tr><td></td><td>No (-nologo)</td><td>Disables output of the copyright.</td></tr>
<tr><td>Commands executed before library generate processing</td><td colspan="3">Specifies the command to be executed before library generator processing.
Use the call instruction to specify a batch file (example: call a.bat).
The following placeholders are supported.
%ActiveProjectDir%: Replaces with the absolute path of the active project folder.
%ActiveProjectName%: Replaces with the active project name.
%BuildModeName%: Replaces with the build mode name.
%LibraryFile%: Replaces with the absolute path of the output file under the library generator processing.
%MainProjectDir%: Replaces with the absolute path of the main project folder.
%MainProjectName%: Replaces with the main project name.
%MicomToolPath%: Replaces with the absolute path of the install folder of this product.
%OutputDir%: Replaces with the absolute path of the output folder.
%OutputFile%: Replaces with the absolute path of the output file.
%Program%: Replaces with the file name of the running program.
%ProjectDir%: Replaces with the absolute path of the project folder.
%ProjectName%: Replaces with the project name.
%TempDir%: Replaces with the absolute path of the temporary folder.
%WinDir%: Replaces with the absolute path of the Windows system folder.
When "#!python" is described in the first line, the contents from the second line to the last line are regarded as the script of the Python console, and then executed before library generator processing.
The placeholders can be described in the script.
The specified command is displayed as the subproperty.</td></tr>
<tr><td></td><td>Default</td><td colspan="2">Commands executed before library generate processing[number of defined items]</td></tr>
<tr><td></td><td>How to change</td><td colspan="2">Edit by the Text Edit dialog box which appears when clicking the [...] button.
For the subproperty, you can use the text box directly enter the text.</td></tr>
<tr><td></td><td>Restriction</td><td colspan="2">Up to 1023 characters
Up to 64 items can be specified.</td></tr>
</table>

Commands executed after library generate processing	Specifies the command to be executed after library generator processing. Use the call instruction to specify a batch file (example: call a.bat). The following placeholders are supported. %ActiveProjectDir%: Replaces with the absolute path of the active project folder. %ActiveProjectName%: Replaces with the active project name. %BuildModeName%: Replaces with the build mode name. %LibraryFile%: Replaces with the absolute path of the output file under the library generator processing. %MainProjectDir%: Replaces with the absolute path of the main project folder. %MainProjectName%: Replaces with the main project name. %MicomToolPath%: Replaces with the absolute path of the install folder of this product. %OutputDir%: Replaces with the absolute path of the output folder. %OutputFile%: Replaces with the absolute path of the output file. %Program%: Replaces with the file name of the running program. %ProjectDir%: Replaces with the absolute path of the project folder. %ProjectName%: Replaces with the project name. %TempDir%: Replaces with the absolute path of the temporary folder. %WinDir%: Replaces with the absolute path of the Windows system folder. When "#!python" is described in the first line, the contents from the second line to the last line are regarded as the script of the Python console, and then executed after library generator processing. The placeholders can be described in the script. The specified command is displayed as the subproperty.	
	Default	Commands executed after library generate processing[*number of defined items*]
	How to change	Edit by the Text Edit dialog box which appears when clicking the [...] button. For the subproperty, you can use the text box directly enter the text.
	Restriction	Up to 1023 characters Up to 64 items can be specified.
Other additional options	Inputs the library generator options to be added additionally. The options set here are added at the end of the librarian options group. This property is not displayed when [Do not add a library file] in the [Generation mode of the standard library] property in the [Mode] category.	
	Default	Blank
	How to change	Directly enter to the text box or edit by the Character String Input dialog box which appears when clicking the [...] button.
	Restriction	Up to 259 characters
Command line	The specified option is displayed. This property is not displayed when [Do not add a library file] in the [Generation mode of the standard library] property in the [Mode] category.	
	Default	Command line[*number of defined items*]
	How to change	Changes not allowed

[Build Settings] tab

This tab shows the detailed information on each C source file, C++ source file, assembler source file, object module file, and library file categorized by the following and the configuration can be changed.

(1) [Build]

Figure A.9 Property Panel: [Build Settings] Tab (When Selecting C Source File)

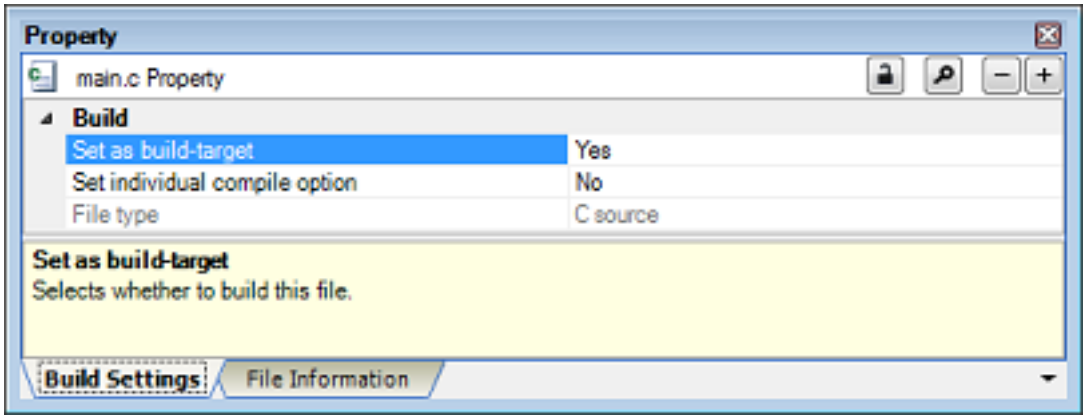


Figure A.10 Property Panel: [Build Settings] Tab (When Selecting C++ Source File)

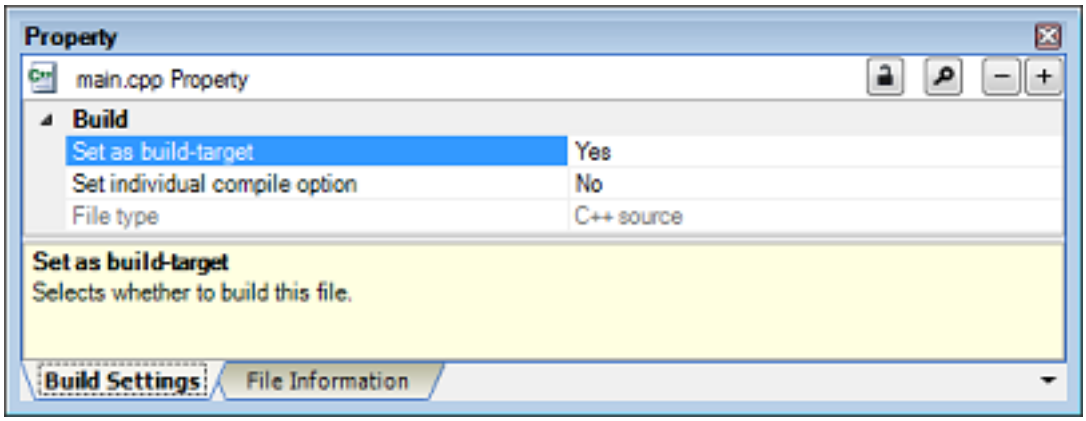


Figure A.11 Property Panel: [Build Settings] Tab (When Selecting Assembler Source File)

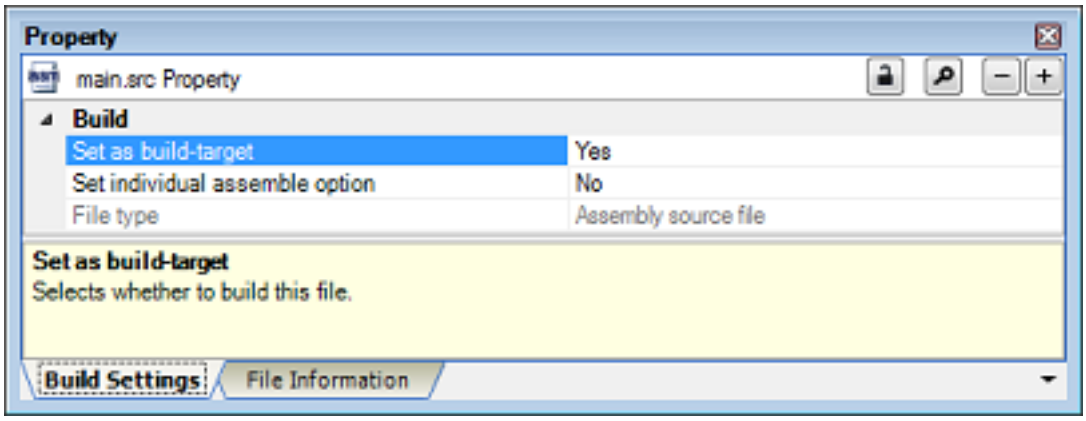


Figure A.12 Property Panel: [Build Settings] Tab (When Selecting Object Module File)

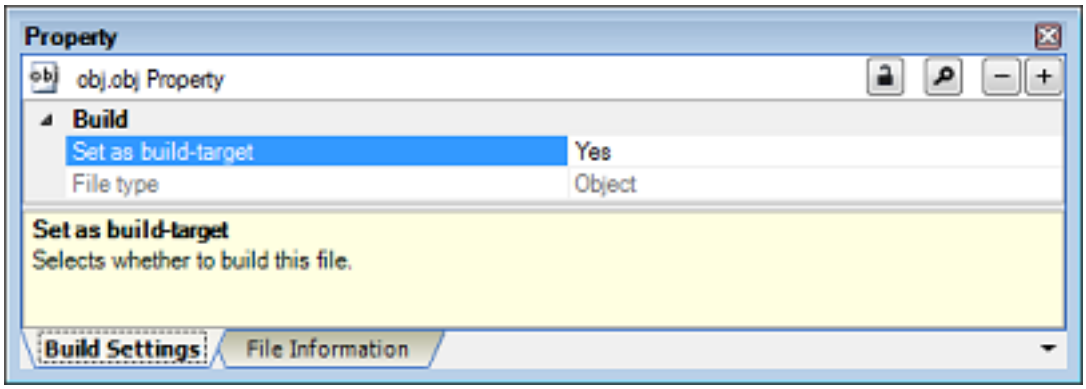
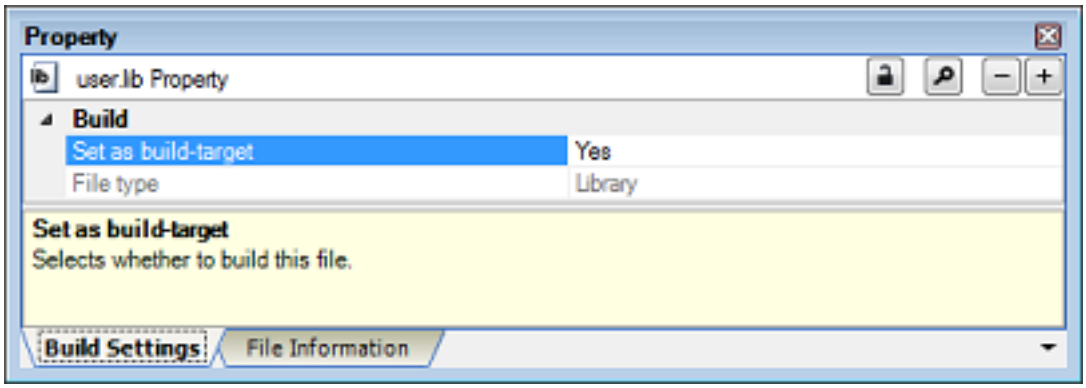


Figure A.13 Property Panel: [Build Settings] Tab (When Selecting Library File)



[Description of each category]

(1) [Build]
The detailed information on the build are displayed and the configuration can be changed.

Set as build-target	Selects whether to build the selected file.		
	Default	Yes	
	How to change	Select from the drop-down list.	
	Restriction	Yes	Builds the selected file.
		No	Does not build the selected file.
Set individual compile option	Selects whether to set a compile option that differs from the project settings to the selected C or C++ source file. This property is displayed only when a C or C++ source file is selected on the Project Tree panel and [Yes] is selected in the [Set as build-target] property.		
	Default	No	
	How to change	Select from the drop-down list.	
	Restriction	Yes	Sets a compile option that differs from the project settings to the selected C or C++ source file.
		No	Does not set a compile option that differs from the project settings to the selected C or C++ source file.

Set individual assemble option	Selects whether to set an assemble option that differs from the project settings to the selected assembler source file. This property is displayed only when an assembler source file is selected on the Project Tree panel and [Yes] is selected in the [Set as build-target] property.		
	Default	No	
	How to change	Select from the drop-down list.	
	Restriction	Yes	Sets a compile option that differs from the project settings to the selected assembler source file.
		No	Does not set a compile option that differs from the project settings to the selected assembler source file.
File type	Displays the type of the selected file.		
	Default	C source (when C source file is selected) C++ source (when C++ source file is selected) Assembly source file (when assembler source file is selected) Object (when object module file is selected) Library (when library file is selected)	
	How to change	Changes not allowed.	

[Individual Compile Options(C)] tab

This tab shows the detailed information on a C source file categorized by the following and the configuration can be changed.

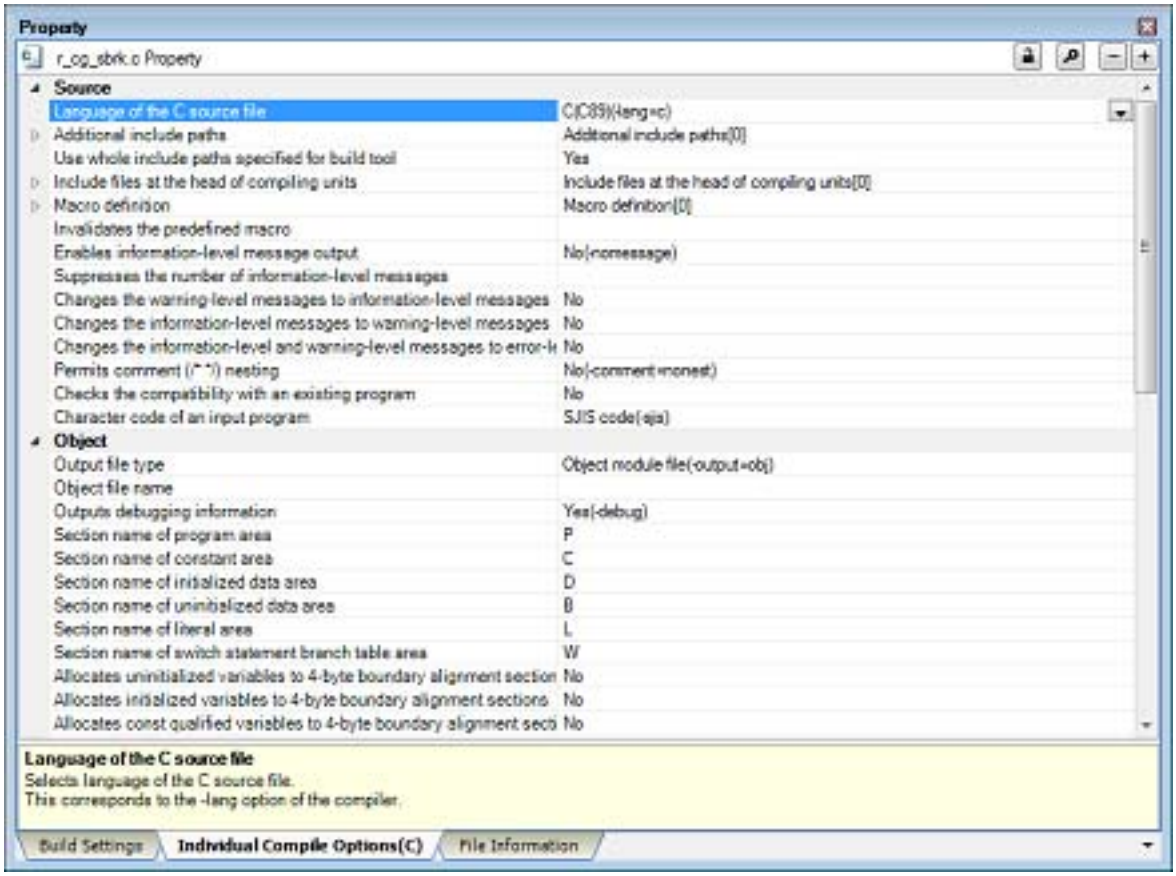
Note that this tab takes over the settings of the [Compile Options] tab.

If the settings are changed from the [Compile Options] tab, the properties are displayed in boldface.

Remark This tab is displayed only when [Yes] in the [Set individual compile option] property in the [Build] category from the [Build Settings] tab is selected.

(1) [Source]
(2) [Object]
(3) [Quality Improvement]
(4) [List]
(5) [Optimization]
(6) [Output File]
(7) [MISRA C rule check]
(8) [Others]

Figure A.14 Property Panel: [Individual Compile Options(C)] Tab



[Description of each category]

(1) [Source]
The detailed information on the source is displayed and the configuration can be changed.

Language of the C source file	Selects language of the C source file. This corresponds to the -lang option of the compiler.		
	Default	Configuration of the compile option	
	How to change	Select from the drop-down list.	
	Restriction	C(C89) (-lang=c)	Compiles as a C (C89) source file.
		C99 (-lang=c99)	Compiles as a C (C99) source file.
Additional include paths	Specifies the name of the path to the folder that stores the include file. The following placeholders are supported. %ActiveProjectDir%: Replaces with the absolute path of the active project folder. %ActiveProjectName%: Replaces with the active project name. %BuildModeName%: Replaces with the build mode name. %MainProjectDir%: Replaces with the absolute path of the main project folder. %MainProjectName%: Replaces with the main project name. %MicomToolPath%: Replaces with the absolute path of the install folder of this product. %ProjectDir%: Replaces with the absolute path of the project folder. %ProjectName%: Replaces with the project name. %TempDir%: Replaces with the absolute path of the temporary folder. %WinDir%: Replaces with the absolute path of the Windows system folder. The reference point of the path is the project folder. This corresponds to the -include option of the compiler. The specified include path is displayed as the subproperty.		
	Default	Additional include paths[*number of defined items*]	
	How to change	Edit by the Path Edit dialog box which appears when clicking the [...] button. For the subproperty, you can use the text box directly enter the text.	
	Restriction	Up to 247 characters Up to 65536 items can be specified.	
Use whole include paths specified for build tool	Selects whether to compile using the include path specified in the [Additional include paths] property in the [Source] category from the [Compile Options] tab of the build tool to be used. The include paths are added by the following procedure. - Paths specified in the [Additional include paths] property from this tab - Paths specified in the [Additional include paths] in the [Source] category from the [Compile Options] tab This corresponds to the -include option of the compiler.		
	Default	Yes	
	How to change	Select from the drop-down list.	
	Restriction	Yes	Compiles using the include path specified in the property of the build tool to be used.
		No	Does not use the include path specified in the property of the build tool to be used.

Include files at the head of compiling units	Specifies include files at the head of compiling units. The following placeholders are supported. %ActiveProjectDir%: Replaces with the absolute path of the active project folder. %ActiveProjectName%: Replaces with the active project name. %BuildModeName%: Replaces with the build mode name. %MainProjectDir%: Replaces with the absolute path of the main project folder. %MainProjectName%: Replaces with the main project name. %MicomToolPath%: Replaces with the absolute path of the install folder of this product. %ProjectDir%: Replaces with the absolute path of the project folder. %ProjectName%: Replaces with the project name. %TempDir%: Replaces with the absolute path of the temporary folder. %WinDir%: Replaces with the absolute path of the Windows system folder. The reference point of the path is the project folder. This corresponds to the -preinclude option of the compiler.		
	Default	Configuration of the compile option	
	How to change	Edit by the Text Edit dialog box which appears when clicking the [...] button. For the subproperty, you can enter directly in the text box.	
	Restriction	Up to 259 characters Up to 65536 items can be specified.	
Macro definition	Specifies the macro name to be defined. Specify in the format of "*macro name*=*string*", with one macro name per line. The "=*string*" part can be omitted, and in this case, the macro name is assumed to be defined. This corresponds to the -define option of the compiler. The specified macro is displayed as the subproperty.		
	Default	Configuration of the compile option	
	How to change	Edit by the Text Edit dialog box which appears when clicking the [...] button. For the subproperty, you can use the text box directly enter the text.	
	Restriction	Up to 32767 characters Up to 65536 items can be specified.	
Invalidates the pre-defined macro	Specifies invalidates the predefined macro. If multiple macro names are specified, delimit them with a comma (example: __DBL4,__SCHAR). This corresponds to the -undefine option of the compiler.		
	Default	Configuration of the compile option	
	How to change	Edit by the Specify The Predefined Macro dialog box which appears when clicking the [...] button.	
	Restriction	Up to 32767 characters	
Enables information-level message output	Specifies whether information level messages are output. This corresponds to the -message and -nomessage options of the compiler.		
	Default	Configuration of the compile option	
	How to change	Select from the drop-down list.	
	Restriction	Yes(-message)	Enables information message output.
		No(-nomessage)	Disables information message output.

Suppresses the number of information-level messages	Specifies suppresses the number of information-level message. If multiple message numbers are specified, delimit them with a comma (example: 4,200). Also, the range can be set using hyphen (example: 4,200-203,1300). This corresponds to the -nomessage option of the compiler. This property is displayed only when [No(-nomessage)] in the [Enables information-level message output] property is specified.		
	Default	Configuration of the compile option	
	How to change	Directly enter in the text box or edit by the Character String Input dialog box which appears when clicking the [...] button.	
	Restriction	Up to 32767 characters	
Changes the warning-level messages to information-level messages	Selects whether to change the warning-level messages to information-level messages. This corresponds to the -change_message option of the compiler.		
	Default	Configuration of the compile option	
	How to change	Select from the drop-down list.	
	Restriction	Yes(All) (-change_message=information)	Changes all warning-level messages to the information-level messages.
		Yes(Specifies error number) (-change_message=information=<ErrorNumber>)	Changes the warning-level messages with the specified error numbers to the information-level messages.
		No	Does not change the warning-level messages to the information-level messages.
Error number of warning-level message	Specifies error number of warning-level message. If multiple message numbers are specified, delimit them with comma (example: 4,200). Also, the range can be set using hyphen (example: 4,200-203,1300). This corresponds to the -change_message option of the compiler. This property is displayed only when [Yes(Specifies error number) (-change_message=information=<ErrorNumber>)] in the [Changes the warning-level messages to information-level messages] property is specified.		
	Default	Configuration of the compile option	
	How to change	Directly enter in the text box or edit by the Character String Input dialog box which appears when clicking the [...] button.	
	Restriction	Up to 32767 characters	

Changes the information-level messages to warning-level messages	Selects whether to change the information-level messages to warning-level messages. This corresponds to the -change_message option of the compiler.		
	Default	Configuration of the compile option	
	How to change	Select from the drop-down list.	
	Restriction	Yes(All) (-change_message=warning)	Changes all information-level messages to warning-level messages.
		Yes(Specifies error number) (-change_message=warning=<Error-Number>)	Changes the information-level messages with the specified error numbers to warning-level messages.
		No	Does not change the information-level messages to warning-level messages.
Error number of information-level message	Specifies error number of information-level message. If multiple message numbers are specified, delimit them with comma (example: 4,200). Also, the range can be set using hyphen (example: 4,200-203,1300). This corresponds to the -change_message option of the compiler. This property is displayed only when [Yes(Specifies error number) (-change_message=warning=<ErrorNumber>)] in the [Changes the information-level messages to warning-level messages] property is specified.		
	Default	Configuration of the compile option	
	How to change	Directly enter in the text box or edit by the Character String Input dialog box which appears when clicking the [...] button.	
	Restriction	Up to 32767 characters	
Changes the information-level and warning-level messages to error-level messages	Selects whether to change the information-level and warning-level messages to error-level messages. This corresponds to the -change_message option of the compiler.		
	Default	Configuration of the compile option	
	How to change	Select from the drop-down list.	
	Restriction	Yes(All) (-change_message=error)	Changes all information-level and warning-level messages to error-level messages.
		Yes(Specifies error number) (-change_message=error=<Error-Number>)	Changes the information-level and warning-level messages with the specified error numbers to error-level messages.
		No	Does not change the warning-level messages to information-level messages.

Error number of information-level and warning-level message	Specifies error number of information-level and warning-level message. If multiple message numbers are specified, delimit them with comma (example: 4,200). Also, the range can be set using hyphen (example: 4,200-203,1300). This corresponds to the -change_message option of the compiler. This property is displayed only when [Yes(Specifies error number) (-change_message=error=<ErrorNumber>)] in the [Changes the information-level and warning-level messages to error-level messages] property is specified.		
	Default	Configuration of the compile option	
	How to change	Directly enter in the text box or edit by the Character String Input dialog box which appears when clicking the [...] button.	
	Restriction	Up to 32767 characters	
Path to the folder that stores a file for inter-file inline expansion	Specifies path to the folder that stores a file for inter-file inline expansion. The following placeholders are supported. %ActiveProjectDir%: Replaces with the absolute path of the active project folder. %ActiveProjectName%: Replaces with the active project name. %BuildModeName%: Replaces with the build mode name. %MainProjectDir%: Replaces with the absolute path of the main project folder. %MainProjectName%: Replaces with the main project name. %MicomToolPath%: Replaces with the absolute path of the install folder of this product. %ProjectDir%: Replaces with the absolute path of the project folder. %ProjectName%: Replaces with the project name. %TempDir%: Replaces with the absolute path of the temporary folder. %WinDir%: Replaces with the absolute path of the Windows system folder. The reference point of the path is the project folder. This corresponds to the -include option of the compiler. The specified include path is displayed as the subproperty. This property is displayed when [Always latest version which was installed] in the [Using compiler package version] property in the [Version Select] category from the [Common Options] tab is selected and the latest version is V2.00.00 or lower or when V2.00.00 or lower is selected in the [Using compiler package version] property.		
	Default	Configuration of the compile option	
	How to change	Edit by the Path Edit dialog box which appears when clicking the [...] button. For the subproperty, you can use the text box directly enter the text.	
	Restriction	Up to 247 characters. Up to 65536 items can be specified.	
Permits comment (/* */) nesting	Selects whether to permit comment (/* */) nesting. This corresponds to the -comment option of the compiler.		
	Default	Configuration of the compile option	
	How to change	Select from the drop-down list.	
	Restriction	Yes (-comment=nest)	Does not permit comment (/* */) nesting.
		No (-comment=nonest)	Permits comment (/**/) nesting.

Checks the compatibility with an existing program	Selects whether to check the compatibility with an existing program. This corresponds to the -check option of the compiler.		
	Default	Configuration of the compile option	
	How to change	Select from the drop-down list.	
	Restriction	Yes(NC compiler) (-check=nc)	Checks the compatibility with the R8C and M16C family C compilers.
		Yes(H8 compiler) (-check=ch38)	Checks the compatibility with the H8, H8S, and H8SX family C/C++ compilers.
		Yes(SH compiler) (-check=sh)	Checks the compatibility with the SuperH family C/C++ compilers.
		No	Does not check the compatibility with an existing program.
Character code of an input program	Selects character code of an input program. This corresponds to the -euc, -sjis, -latin1, -utf8, -big5 and -gb2312 option of the compiler. option of the compiler. [Traditional Chinese character (-big5)] and [Simplified Chinese character (-gb2312)] are displayed when [Always latest version which was installed] in the [Using compiler package version] property in the [Version Select] category from the [Common Options] tab is selected and the latest version is V2.00.00 or higher or when V2.00.00 or higher is selected in the [Using compiler package version] property. [UTF-8 code (-utf8)] cannot be selected in the following cases. - When [Always latest version which was installed] in the [Using compiler package version] property is selected and the latest version is V2.04.00 or lower or when V2.04.00 or lower is selected in the [Using compiler package version] property - When [C(C89) (-lang=c)] in the [Language of the C source file] property is selected		
	Default	Configuration of the compile option	
	How to change	Select from the drop-down list.	
	Restriction	EUC code (-euc)	Handles the characters in strings, character constants, and comments by using EUC.
		SJIS code (-sjis)	Handles the characters in strings, character constants, and comments by using SJIS.
		ISO-Latin1 code (-latin1)	Handles the characters in strings, character constants, and comments by using ISO-Latin1.
		UTF-8 code (-utf8)	Handles the characters in strings, character constants, and comments by using UTF-8.
		Traditional Chinese character (-big5)	Handles the characters in strings, character constants, and comments by using Traditional Chinese character.
		Simplified Chinese character (-gb2312)	Handles the characters in strings, character constants, and comments by using Simplified Chinese character.

(2) [Object]
The detailed information on object is displayed and the configuration can be changed.

Output file type	Selects the type of the output file to be generated during a build. This corresponds to the -output option of the compiler.		
	Default	Configuration of the compile option	
	How to change	Select from the drop-down list.	
	Restriction	Object module file (-output=obj)	Outputs a relocatable file.
		Source file after pre-processed (-output=prep)	Outputs a source file after preprocessed.
		Source file after pre-processed(Disables #line output) (-output=prep -noline)	Disables #line output at preprocessor expansion.
Path of the output folder	Specifies the output destination folder for the output file. The following placeholders are supported. %BuildModeName%: Replaces with the build mode name. %MicomToolPath%: Replaces with the absolute path of the install folder of this product. %ProjectName%: Replaces with the project name. If this is blank, it is assumed that the project folder has been specified. This corresponds to the -output option of the compiler. This property is displayed when [Always latest version which was installed] in the [Using compiler package version] property in the [Version Select] category from the [Common Options] tab is selected and the latest version is V2.00.00 or lower or when V2.00.00 or lower is selected in the [Using compiler package version] property.		
	Default	Configuration of the compile option	
	How to change	Directly enter in the text box or edit by the Browse For Folder dialog box which appears when clicking the [...] button.	
	Restriction	Up to 247 characters	
Object module file name	Specifies the name of the object module file generated after compilation. The extension other than ".obj" cannot be specified. If the extension is omitted, ".obj" is automatically added. If this is blank, the file name will be the source file name with the extension replaced by ".obj". This corresponds to the -output option of the compiler. This property is displayed when [Always latest version which was installed] in the [Using compiler package version] property in the [Version Select] category from the [Common Options] tab is selected and the latest version is V2.00.00 or higher or when V2.00.00 or higher is selected in the [Using compiler package version] property.		
	Default	Blank	
	How to change	Directly enter in the text box.	
	Restriction	Up to 259 characters	

Outputs debugging information	Selects whether to output debugging information to object module files. This corresponds to the -debug and -nodebug options of the compiler.		
	Default	Configuration of the compile option	
	How to change	Select from the drop-down list.	
	Restriction	Yes (-debug)	Outputs debugging information to object module files.
		No (-nodebug)	Does not output debugging information to object module files.
Section name of program area	Specifies the section name of program area. This corresponds to the -section option of the compiler.		
	Default	Configuration of the compile option	
	How to change	Directly enter in the text box.	
	Restriction	Up to 32767 characters	
Section name of constant area	Specifies the section name of constant area. This corresponds to the -section option of the compiler.		
	Default	Configuration of the compile option	
	How to change	Directly enter in the text box.	
	Restriction	Up to 32767 characters	
Section name of initialized data area	Specifies the section name of initialized data area. This corresponds to the -section option of the compiler.		
	Default	Configuration of the compile option	
	How to change	Directly enter in the text box.	
	Restriction	Up to 32767 characters	
Section name of uninitialized data area	Specifies the section name of uninitialized data area. This corresponds to the -section option of the compiler.		
	Default	Configuration of the compile option	
	How to change	Directly enter in the text box.	
	Restriction	Up to 32767 characters	
Section name of literal area	Specifies the section name of literal area. This corresponds to the -section option of the compiler.		
	Default	Configuration of the compile option	
	How to change	Directly enter in the text box.	
	Restriction	Up to 32767 characters	

Section name of switch statement branch table area	Specifies the section name of switch statement branch table area. This corresponds to the -section option of the compiler.		
	Default	Configuration of the compile option	
	How to change	Directly enter in the text box.	
	Restriction	Up to 32767 characters	
Allocates uninitialized variables to 4-byte boundary alignment sections	Selects whether to allocate uninitialized variables to 4-byte boundary alignment sections. This corresponds to the -nostuff option of the compiler.		
	Default	Configuration of the compile option	
	How to change	Select from the drop-down list.	
	Restriction	Yes (-nostuff=B)	Allocates uninitialized variables to 4-byte boundary alignment sections.
		No	Does not allocate uninitialized variables to 4-byte boundary alignment sections.
Allocates initialized variables to 4-byte boundary alignment sections	Selects whether to allocate initialized variables to 4-byte boundary alignment sections. This corresponds to the -nostuff option of the compiler.		
	Default	Configuration of the compile option	
	How to change	Select from the drop-down list.	
	Restriction	Yes (-nostuff=D)	Allocates initialized variables to 4-byte boundary alignment sections.
		No	Does not allocates initialized variables to 4-byte boundary alignment sections.
Allocates const qualified variables to 4-byte boundary alignment sections	Selects whether to allocate const qualified variables to 4-byte boundary alignment sections. This corresponds to the -nostuff option of the compiler.		
	Default	Configuration of the compile option	
	How to change	Select from the drop-down list.	
	Restriction	Yes (-nostuff=C)	Allocates const qualified variables to 4-byte boundary alignment sections.
		No	Does not allocate const qualified variables to 4-byte boundary alignment sections.

Allocates switch statement branch tables to 4-byte boundary alignment sections	Selects whether to allocate switch statement branch tables to 4-byte boundary alignment sections. This corresponds to the -nostuff option of the compiler.		
	Default	Configuration of the compile option	
	How to change	Select from the drop-down list.	
	Restriction	Yes (-nostuff=W)	Allocates switch statement branch tables to 4-byte boundary alignment sections.
		No	Does not allocate switch statement branch tables to 4-byte boundary alignment sections.
Adjustment for instruction in branch	Selects adjustment for instruction in branch. This corresponds to the -noinstalign, -instalign4, and -instalign8 option of the compiler.		
	Default	Configuration of the compile option	
	How to change	Select from the drop-down list.	
	Restriction	None (-noinstalign)	Does not align instructions at branch destinations.
		Execution in 4 bytes (-instalign4)	Aligns instructions at branch destinations to 4-byte boundaries.
		Execution in 4 bytes(Contains each loop head) (-instalign4=loop)	Aligns instructions at branch destinations to 4-byte boundaries (Contains head of each loop).
		Execution in 4 bytes(Contains each inmost loop head) (-instalign4=inmostloop)	Aligns instructions at branch destinations to 4-byte boundaries (Contains head of each inmost loop).
		Execution in 8 bytes (-instalign8)	Aligns instructions at branch destinations to 8-byte boundaries.
		Execution in 8 bytes (Contains each loop head) (-instalign8=loop)	Aligns instructions at branch destinations to 8-byte boundaries (Contains head of each loop).
		Execution in 8 bytes (Contains each inmost loop head) (-instalign8=inmostloop)	Aligns instructions at branch destinations to 8-byte boundaries (Contains head of each inmost loop).

Generates divisions and residues with DIV, DIVU, and the FDIV instruction	Selects whether to generate divisions and residues with DIV, DIVU, and the FDIV instruction. This corresponds to the -nouse_div_inst option of the compiler.		
	Default	Configuration of the compile option	
	How to change	Select from the drop-down list.	
	Restriction	Yes	Generates code in which DIV, DIVU, or FDIV instructions are used.
		No (-nouse_div_inst)	Generates code in which no DIV, DIVU, or FDIV instructions are used.
Character code of an output assembly-language file	Selects character code of an output assembly-language file. This corresponds to the -outcode option of the compiler. [Traditional Chinese character (-big5)] and [Simplified Chinese character (-gb2312)] are displayed when [Always latest version which was installed] in the [Using compiler package version] property in the [Version Select] category from the [Common Options] tab is selected and the latest version is V2.00.00 or higher or when V2.00.00 or higher is selected in the [Using compiler package version] property. [UTF-8 code (-outcode=utf8)] cannot be selected in the following cases. - When [Always latest version which was installed] in the [Using compiler package version] property is selected and the latest version is V2.04.00 or lower or when V2.04.00 or lower is selected in the [Using compiler package version] property - When [C(C89) (-lang=c)] in the [Language of the C source file] property in the [Source] category is selected		
	Default	Configuration of the compile option	
	How to change	Select from the drop-down list.	
	Restriction	EUC code (-outcode=euc)	Outputs characters in strings and character constants using EUC.
		SJIS code (-outcode=sjis)	Outputs characters in strings and character constants using SJIS.
		UTF-8 code (-outcode=utf8)	Outputs characters in strings and character constants using UTF-8.
		Traditional Chinese character (-outcode=big5)	Outputs characters in strings and character constants using Traditional Chinese character.
		Simplified Chinese character (-outcode=gb2312)	Outputs characters in strings and character constants using Simplified Chinese character.

(3) [Quality Improvement]
The detailed information on the quality improvement is displayed and the configuration can be changed.

Detect stack overflow	Selects whether to detect the stack overflow. This property is usable only in the Professional Edition. Detection of stack overflow is a feature for writing a value outside the valid stack area before entering a function and checking whether that value is rewritten before exiting the function. Upon detection, the user-defined __stack_chk_fail() function is called. See "CC-RX Compiler User's Manual" about the difference between [Yes(-Xstack_protector)] and [Yes(All)(-Xstack_protector_all)]. This corresponds to the -Xstack_protector and -Xstack_protector_all options of the ccrx command. This property is displayed when [Always latest version which was installed] in the [Using compiler package version] property in the [Version Select] category from the [Common Options] tab is selected and the latest version is V2.04.00 or higher or when V2.04.00 or higher is selected in the [Using compiler package version] property.		
	Default	Configuration of the compile option	
	How to change	Select from the drop-down list.	
	Restriction	Yes(-Xstack_protector)	Detects the stack overflow.
		Yes(All)(-Xstack_protector_all)	Detects the stack overflow for all functions.
		No(None)	Does not detect the stack overflow.
Value to be embedded for detecting stack overflow	Specifies the value to be embedded for detecting the stack overflow. This property is usable only in the Professional Edition. This corresponds to the -Xstack_protector and -Xstack_protector_all options of the ccrx command. This property is displayed in the following cases. - When [Always latest version which was installed] in the [Using compiler package version] property in the [Version Select] category from the [Common Options] tab is selected and the latest version is 2.04.00 or higher or when 2.04.00 or higher is selected in the [Using compiler package version] property - When other than [No(None)] in the [Detect stack overflow] property is selected		
	Default	Configuration of the compile option	
	How to change	Directly enter in the text box.	
	Restriction	0 to 4294967295 (decimal number)	

(4) [List]

The detailed information on list file is displayed and the configuration can be changed.

Outputs a source list file	Selects whether to output a source list file. This corresponds to the -listfile and -nolistfile option of the compiler.		
	Default	Configuration of the compile option	
	How to change	Select from the drop-down list.	
	Restriction	Yes (-lisfile)	Outputs a source list file.
		No (-nolistfile)	Disable output of a source list file.

Outputs the C/C++ source file	Specifies the contents of the source list file. Selects whether to output the C/C++ source file. This corresponds to the -show option of the compiler. This property is not displayed when [Yes (-lisfile)] in the [Outputs a source list file] property is selected.		
	Default	Configuration of the compile option	
	How to change	Select from the drop-down list.	
	Restriction	Yes (-show=source)	Outputs the C/C++ source file.
		No	Does not output the C/C++ source file.
Outputs the statements unsatisfied in conditional assembly	Specifies the contents of the source list file. Selects whether to output the statements unsatisfied in conditional assembly. This corresponds to the -show option of the compiler. This property is not displayed when [Yes (-lisfile)] in the [Outputs a source list file] property is selected.		
	Default	Configuration of the compile option	
	How to change	Select from the drop-down list.	
	Restriction	Yes (-show=conditionals)	Outputs the statements unsatisfied in conditional assembly.
		No	Does not output the statements unsatisfied in conditional assembly.
Outputs the information before .DEFINE replacement	Specifies the contents of the source list file. Selects whether to output the information before .DEFINE replacement. This corresponds to the -show option of the compiler. This property is not displayed when [Yes (-lisfile)] in the [Outputs a source list file] property is selected.		
	Default	Configuration of the compile option	
	How to change	Select from the drop-down list.	
	Restriction	Yes (-show=definitions)	Outputs the information before .DEFINE replacement.
		No	Does not output the information before .DEFINE replacement.
Outputs the assembler macro expansion statements	Specifies the contents of the source list file. Selects whether to output the assembler macro expansion statements. This corresponds to the -show option of the compiler. This property is not displayed when [Yes (-lisfile)] in the [Outputs a source list file] property is selected.		
	Default	Configuration of the compile option	
	How to change	Select from the drop-down list.	
	Restriction	Yes (-show=expansions)	Outputs the assembler macro expansion statements.
		No	Does not output the assembler macro expansion statements.

(5) [Optimization]
The detailed information on the optimization is displayed and the configuration can be changed.

Optimization level	Selects optimization level. This corresponds to the -optimize option of the compiler.		
	Default	Configuration of the compile option	
	How to change	Select from the drop-down list.	
	Restriction	0 (-optimize=0)	Does not optimize the program.
		1 (-optimize=1)	Partially optimizes the program by automatically allocating variables to registers, integrating the function exit blocks, integrating multiple instructions which can be integrated, etc.
		2 (-optimize=2)	Performs overall optimization.
		Max (-optimize=max)	Performs optimization as much as possible.
Outputs additional information for inter-module optimization	Selects whether to output additional information for inter-module optimization. At linkage, inter-module optimization is applied to files for which this option has been specified. This corresponds to the -goptimize option of the compiler.		
	Default	Configuration of the compile option	
	How to change	Select from the drop-down list.	
	Restriction	Yes (-goptimize)	Outputs additional information for inter-module optimization.
		No	Does not outputs additional information for inter-module optimization.
Optimization type	Selects optimization type. This corresponds to the -speed and -size option of the compiler.		
	Default	Configuration of the compile option	
	How to change	Select from the drop-down list.	
	Restriction	Optimizes with emphasis on execution performance (-speed)	Optimizes with emphasis on execution performance.
		Optimizes with emphasis on code size (-size)	Optimizes with emphasis on code size.
Loop expansion	Selects whether to optimize the loop expansion (for, while, and do-while). This corresponds to the -loop option of the compiler.		
	Default	Configuration of the compile option	
	How to change	Select from the drop-down list.	
	Restriction	Depends on the optimization level and optimization type options	Depends on the optimization level and optimization type options.
		Expansion (-loop=<numeric value>)	Expands loop statements (for, while, and do-while).

Expansion maximum number	Specifies expansion maximum number. This corresponds to the suboption of -loop option of the compiler. This property is displayed only when [Expansion (-loop=<numeric value>)] in the [Loop expansion] property is selected.		
	Default	Configuration of the compile option	
	How to change	Directly enter in the text box.	
	Restriction	1 to 32 (decimal number)	
Performs inline expansion automatically	Selects whether to perform inline expansion automatically. This option corresponds to the -inline and -noinline option of the compiler.		
	Default	Configuration of the compile option	
	How to change	Select from the drop-down list.	
	Restriction	Depends on the optimization level and optimization type options	Depends on the optimization level and optimization type options.
		Yes (-inline=<numeric value>)	Performs inline expansion automatically.
		No (-noinline)	Does not perform inline expansion automatically.
Maximum increasing rate of function size	Specifies maximum increasing rate of function size. For example, when 100 is specified, inline expansion will be performed until the function size has increased by 100% (size is doubled). This option corresponds to the -inline option of the compiler. This property is displayed only when [Yes (-inline=<numeric value>)] in the [Performs inline expansion automatically] property is selected.		
	Default	Configuration of the compile option	
	How to change	Select from the drop-down list.	
	Restriction	1 to 65535 (decimal number)	

<table>
<tr><td rowspan="4">Files for inter-file inline expansion</td><td colspan="3">Specifies files for inter-file inline expansion.
This option is valid only when the inline option or #pragma inline has been specified.
The following placeholders are supported.
%BuildModeName%: Replaces with the build mode name.
%ProjectName%: Replaces with the project name.
%MicomToolPath%: Replaces with the absolute path of the product install folder.
This option corresponds to the -file_inline option of the compiler.
The file name is displayed as the subproperty.
This property is displayed only in the following cases.
- When [Always latest version which was installed] in the [Using compiler package version] property in the [Version Select] category from the [Common Options] tab is selected and the latest version is V2.00.00 or lower or when V2.00.00 or lower is selected in the [Using compiler package version] property
- When [Object module file (-output=obj)] in the [Output file type] property in the [Object] category is selected</td></tr>
<tr><td>Default</td><td colspan="2">Configuration of the compile option</td></tr>
<tr><td>How to change</td><td colspan="2">Click the [...] button to open the Path Edit dialog box.
-> Edit by the Add Inline Expansion File dialog box which appears when clicking the [Browse...] button.
For the subproperty, you can use the text box directly enter the text.</td></tr>
<tr><td>Restriction</td><td colspan="2">Up to 259 characters
Up to 65536 items can be specified.</td></tr>
<tr><td rowspan="5">Expansion method of the switch statement</td><td colspan="3">Selects expansion method of the switch statement.
This corresponds to the -case option of the compiler.</td></tr>
<tr><td>Default</td><td colspan="2">Configuration of the compile option</td></tr>
<tr><td>How to change</td><td colspan="2">Select from the drop-down list.</td></tr>
<tr><td rowspan="3">Restriction</td><td>if_then method (-case=ifthen)</td><td>Expands the switch statement using the if_then method.</td></tr>
<tr><td>Jumping to a table method (-case=table)</td><td>Expands the switch statement by using the table method.</td></tr>
<tr><td>Compiler automatically selects (-case=auto)</td><td>Automatically selects the if_then method or table method.</td></tr>
<tr><td rowspan="5">Handles external variables as if they are volatile qualified</td><td colspan="3">Selects whether to handle all external variables as if they are volatile qualified.
This corresponds to the -volatile and -novolatile option of the compiler.</td></tr>
<tr><td>Default</td><td colspan="2">Configuration of the compile option</td></tr>
<tr><td>How to change</td><td colspan="2">Select from the drop-down list.</td></tr>
<tr><td rowspan="2">Restriction</td><td>Yes (-volatile)</td><td>Handles all external variables as if they were volatile qualified.</td></tr>
<tr><td>No (-novolatile)</td><td>Does not handle external variables as if they were volatile qualified.</td></tr>
</table>

Performs the constant propagation of const qualified external variables	Selects whether to perform the constant propagation of const qualified external variables. Const qualified variables in a C++ source file cannot be controlled by this option (constant propagation is always performed). This corresponds to the -const_copy and -noconst_copy option of the compiler.		
	Default	Configuration of the compile option	
	How to change	Select from the drop-down list.	
	Restriction	Depends on the optimization level options	Depends on the optimization level options.
		Yes (-const_copy)	Enables constant propagation of const qualified external variables.
		No (-noconst_copy)	Disables constant propagation of const qualified external variables.
Conversion method of the divisions and residues of integer constants	Selects conversion method of the divisions and residues of integer constants. This corresponds to the -const_div and -noconst_div option of the compiler.		
	Default	Configuration of the compile option	
	How to change	Select from the drop-down list.	
	Restriction	Depends on the optimization type option	Depends on the optimization type option
		Instruction sequence using multiplication (-const_div)	Performs constant division (residue) by an instruction sequence using multiplication.
		Instruction sequence using division (-noconst_div)	Performs constant division (residue) by an instruction sequence using division.
Expansion method of the library function	Selects expansion method of the library function. This corresponds to the -library option of the compiler.		
	Default	Configuration of the compile option	
	How to change	Select from the drop-down list.	
	Restriction	Calls library functions (-library=function)	Calls all library functions.
		Performs instruction expansion of several library functions (-library=intrinsic)	Performs instruction expansion for abs(), fabsf(), and library functions which can use string manipulation instructions.

Divides the optimizing ranges into many sections before compilation	Selects whether to divide the optimizing ranges of the large-size function into many sections before compilation. This corresponds to the -scope and -noscope option of the compiler.		
	Default	Configuration of the compile option	
	How to change	Select from the drop-down list.	
	Restriction	Depends on the optimization level option	Depends on the optimization level option.
		Yes (-scope)	Divides the optimizing ranges of the large-size function into many sections before compilation.
		No (-noscope)	Does not divide the optimizing ranges before compilation.
Schedules the instruction taking into consideration pipeline processing	Selects whether to schedule the instruction taking into consideration pipeline processing. This corresponds to the -schedule and -noschedule option of the compiler.		
	Default	Configuration of the compile option	
	How to change	Select from the drop-down list.	
	Restriction	Depends on the optimization level option	Depends on the optimization level option.
		Yes (-schedule)	Schedules instructions taking into consideration pipeline processing.
		No (-noschedule)	Does not schedule instructions.
Optimizes accesses to external variables	Selects whether to optimize accesses to external variables. This corresponds to the -nomap, -smap and -map option of the compiler.		
	Default	Configuration of the compile option	
	How to change	Select from the drop-down list.	
	Restriction	Yes(Optimizes the inner-module) (-smap)	Optimizes accesses to external variables which are defined in the file to be compiled.
		Yes(Optimizes the inter-module) (-map)	Optimizes accesses to external variables.
		No (-nomap)	Disables optimization for accesses to external variables.

Perform inter-module optimization	Specifies the level of inter-module optimization (such as function merging). This corresponds to the -whole_program, -merge_files, and -ip_optimize option of the compiler. This property is displayed when [Always latest version which was installed] in the [Using compiler package version] property in the [Version Select] category from the [Common Options] tab is selected and the latest version is V2.00.00 or higher or when V2.00.00 or higher is selected in the [Using compiler package version] property.		
	Default	Configuration of the compile option	
	How to change	Select from the drop-down list.	
	Restriction	Yes(Level 1)(Perform)(-ip_optimize)	Performs inter-module optimization for each file.
		No	Does not perform inter-module optimization.
Converts floating-point constant division into multiplication	Selects whether to convert floating-point constant division into multiplication of the corresponding reciprocals as constants. This corresponds to the -approxdiv option of the compiler.		
	Default	Configuration of the compile option	
	How to change	Select from the drop-down list.	
	Restriction	Yes (-approxdiv)	Converts floating-point constant division into multiplication.
		No	Does not convert floating-point constant division into multiplication.
Allocates preferentially the variables with register storage class specification to registers	Selects whether to allocate preferentially the variables with register storage class specification to registers. This corresponds to the -enable_register option of the compiler. This property is displayed only in the following cases. - When [Always latest version which was installed] in the [Using compiler package version] property in the [Version Select] category from the [Common Options] tab is selected and the latest version is V2.00.00 or lower or when V2.00.00 or lower is selected in the [Using compiler package version] property - When [Object module file (-output=obj)] in the [Output file type] property in the [Object] category is selected		
	Default	Configuration of the compile option	
	How to change	Select from the drop-down list.	
	Restriction	Yes (-enable_register)	Allocates preferentially the variables with register storage class specification to registers.
		No	Does not allocate preferentially the variables with register storage class specification to registers.

Omits a check of the range for conversion between the floating type and unsigned integer type	Selects whether to omit a check of the range for conversion between the floating type and unsigned integer type. When "Yes" is specified, code performance of the relevant type conversion processing is improved. The conversion result may, however, differ from C/C++ language specifications, so take care on this point. This corresponds to the -simple_float_conv option of the compiler.		
	Default	Configuration of the compile option	
	How to change	Select from the drop-down list.	
	Restriction	Yes (-simple_float_conv)	Omits part of the type conversion processing for the floating type.
		No	Does not omit part of the type conversion processing for the floating type.
Performs optimization considering the type of the data indicated by the pointer	Selects whether to perform optimization considering the type of the data indicated by the pointer. Although the performance of object code is generally better than when -alias=noansi is specified, the results of execution may differ according to whether -alias=ansi or alias=noansi is specified. This corresponds to the -alias option of the compiler.		
	Default	Configuration of the compile option	
	How to change	Select from the drop-down list.	
	Restriction	Yes (-alias=ansi)	Performs optimization considering the type of the data indicated by the pointer.
		No (-alias=noansi)	Does not perform optimization considering the type of the data indicated by the pointer.
Optimizes modification of the operation order of a floating-point expression	Selects whether to optimize modification of the operation order of a floating-point expression. Specifying the -float_order option generally improves the object performance compared to when not specifying it. However, the accuracy of operations may differ from that when -float_order is not specified. This corresponds to the -float_order option of the compiler. This property is valid only when [2 (-optimize=2)] or [Max (-optimize=max)] in the [Optimization level] property is specified.		
	Default	Configuration of the compile option	
	How to change	Select from the drop-down list.	
	Restriction	Yes (-float_order)	Optimizes modification of the operation order in a floating-point expression.
		No	Does not optimize modification of the operation order in a floating-point expression.

(6) [Output File]
The detailed information on the output file check is displayed and the configuration can be changed.
Output assembly source file
Select whether to output the assembly source file of the compile result for the C source.
This corresponds to the -output=src option of the compiler.

Output assembly source file	Selects whether to output the assembly source file of the compile result for the C source. This corresponds to the -output=src option of the compiler.		
	Default	Configuration of the compile option	
	How to change	Select from the drop-down list.	
	Restriction	Yes(-output=src)	Outputs the assembly source file of the compile result for the C source.
		No	Does not output the assembly source file of the compile result for the C source.
Output preprocessed source file	Selects whether to output the execution result of preprocessing for the source file to a file. This corresponds to the -output=prep, -noline option of the compiler.		
	Default	Configuration of the compile option	
	How to change	Select from the drop-down list.	
	Restriction	Yes(-output=prep)	Outputs the execution result of preprocessing for the source file to a file.
		Yes(Suppress #line)(-output=prep -noline)	Outputs the execution result of preprocessing (suppress #line) for the source file to a file.
		No	Does not output the execution result of preprocessing for the source file to a file.

(7) [MISRA C rule check]
The detailed information on the MISRA-C rules check is displayed and the configuration can be changed.
20*XX* in the following table corresponds to 2012 or 2004 in particular.

MISRA-C specification	Selects the MISRA-C specification. This property is usable only in the Professional Edition. This property is displayed when [Always latest version which was installed] in the [Using compiler package version] property in the [Version Select] category from the [Common Options] tab is selected and the latest version is V2.04.00 or higher or when V2.04.00 or higher is selected in the [Using compiler package version] property.		
	Default	Configuration of the compile option	
	How to change	Select from the drop-down list.	
	Restriction	MISRA-C 2012	Settings for MISRA-C 2012 are made in the subsequent properties.
		MISRA-C 2004	Settings for MISRA-C 2004 are made in the subsequent properties.

Apply rule	Selects to apply MISRA C rule. This property is usable only in the Professional Edition. This option corresponds to the -misra20*XX* option of the compiler.		
	Default	Configuration of the compile option	
	How to change	Select from the drop-down list.	
	Restriction	Apply all rules (-misra20*XX*=all)	Checks the source code against all of the rules that are supported.
		Apply specified rule number (-misra20*XX*=apply)	Checks the source code against the rules with the selected numbers.
		Ignore specified rule number(-misra20*XX*=ignore)	Checks the source code against the rules other than those with the selected numbers.
		Apply rules that are classified as "required" (-misra20*XX*=required)	Checks the source code against the rules of the "required" type.
		Apply rules that are classified as "required" and specified rule number (-misra20*XX*=required_add)	Checks the source code against the rules of the "required" type and the rules with the selected numbers.
		Ignore specified rule number from rules that are classified as "required" (-misra20*XX*=required_remove)	Checks the source code against the rules other than those with the selected numbers among the rules of the "required" type.
		Apply rules that are described in the specified file (-misra20*XX*=<file name>)	Checks the source code against the rules with the numbers written in the specified file.
		Not apply rule	Does not apply MISRA C rule.
Rule number description file	Specifies Rule number description file(misra20*XX* rule file). This property is usable only in the Professional Edition. The following placeholders are supported. %BuildModeName%: Replaces with the build mode name. %ProjectName%: Replaces with the project name. %MicomToolPath%: Replaces with the absolute path of the product install folder. This option corresponds to the -misra20*XX* option of the compiler. This property is displayed only when [Apply rules that are described in the specified file (-misra20*XX*=<file name>)] in the [Apply rule] property is selected.		
	Default	Configuration of the compile option	
	How to change	Directly enter to the text box or edit by the Specify Misra20*XX* Rule File dialog box which appears when clicking the [...] button.	
	Restriction	Up to 259 characters	

Rule number	Specifies the rule number. This property is usable only in the Professional Edition. One or more rule numbers always in decimal must be specified. This option corresponds to the -misra20*XX* option of the compiler. This property is displayed only when [Apply specified rule number (-misra20*XX*=apply)] in the [Apply rule] property is selected.	
	Default	Configuration of the compile option
	How to change	Directly enter to the text box or edit by the Specify Rule Number dialog box which appears when clicking the [...] button.
	Restriction	Up to 259 characters
Exclusion rule number	Specifies the exclusion rule number. This property is usable only in the Professional Edition. One or more rule numbers always in decimal must be specified. This option corresponds to the -misra20*XX* option of the compiler. This property is displayed only when [Ignore specified rule number(-misra20*XX*=ignore)] in the [Apply rule] property is selected.	
	Default	Configuration of the compile option
	How to change	Directly enter to the text box or edit by the Specify Rule Number dialog box which appears when clicking the [...] button.
	Restriction	Up to 259 characters
Check rule number besides required rule	Specifies the check rule number besides required rule. This property is usable only in the Professional Edition. One or more rule numbers always in decimal must be specified. This option corresponds to the -misra20*XX* option of the compiler. This property is displayed only when [Apply rules that are classified as "required" and specified rule number (-misra20*XX*=required_add)] in the [Apply rule] property is selected.	
	Default	Configuration of the compile option
	How to change	Directly enter to the text box or edit by the Specify Rule Number dialog box which appears when clicking the [...] button.
	Restriction	Up to 259 characters
Exclusion rule number from required rule	Specifies the exclusion rule number from required rule. This property is usable only in the Professional Edition. One or more rule numbers always in decimal must be specified. This option corresponds to the -misra20*XX* option of the compiler. This property is displayed only when [Ignore specified rule number from rules that are classified as "required" (-misra20*XX*=required_remove)] in the [Apply rule] property is selected.	
	Default	Configuration of the compile option
	How to change	Directly enter to the text box or edit by the Specify Rule Number dialog box which appears when clicking the [...] button.
	Restriction	Up to 259 characters

Rule check exclusion file	Specifies rule check exclusion file. This property is usable only in the Professional Edition. The following placeholders are supported. %BuildModeName%: Replaces with the build mode name. %ProjectName%: Replaces with the project name. %MicomToolPath%: Replaces with the absolute path of the product install folder. This option corresponds to the -ignore_files_misra option of the compiler. This option is not display when [Not apply rule] in the [Apply rule] property has been specified.		
	Default	Configuration of the compile option	
	How to change	Edit by the Text Edit dialog box which appears when clicking the [...] button. For the subproperty, you can enter directly in the text box.	
	Restriction	Up to 247 characters Up to 65536 items can be specified.	
Outputs message of The the enhanced key word and extended specifications	Selects whether to output message of The the enhanced key word and extended specifications. This property is usable only in the Professional Edition. This option corresponds to the -check_language_extension option. This option is not display when [Not apply rule] in the [Apply rule] property has been specified.		
	Default	Configuration of the compile option	
	How to change	Select from the drop-down list.	
	Restriction	Yes (-check_language_extension)	Enables complete checking against the MISRA-C rules for parts of the code where it would otherwise be suppressed due to individual extensions from the C/C++ language specification.
		No	Disables complete checking against the MISRA-C rules for parts of the code where it would otherwise be suppressed due to individual extensions from the C/C++ language specification.

(8) [Others]
Other detailed information on compilation is displayed and the configuration can be changed.

Outputs the copyright	Selects whether to output the copyright. This corresponds to the -nologo option of the compiler.		
	Default	Configuration of the compile option	
	How to change	Select from the drop-down list.	
	Restriction	Yes (-logo)	Outputs the copyright.
		No (-nologo)	Disables output of the copyright.

Outputs the cross reference information	Selects whether to output cross reference information. It is necessary to change the setting of the property of "Program Analyzer" to change this option.		
	Default	Configuration of the compile option	
	How to change	Select from the drop-down list.	
	Restriction	Yes(-Xcref)	Outputs the cross reference information.
		No	Does not output of the cross reference information.
Commands executed before compile processing	Specifies the command to be executed before compile processing. Use the call instruction to specify a batch file (example: call a.bat). The following placeholders are supported. %ActiveProjectDir%: Replaces with the absolute path of the active project folder. %ActiveProjectName%: Replaces with the active project name. %BuildModeName%: Replaces with the build mode name. %CompiledFile%: Replaces with the absolute path of the output file under compiling. %InputFile%: Replaces with the absolute path of the file to be compiled. %MainProjectDir%: Replaces with the absolute path of the main project folder. %MainProjectName%: Replaces with the main project name. %MicomToolPath%: Replaces with the absolute path of the install folder of this product. %OutputDir%: Replaces with the absolute path of the output folder. %OutputFile%: Replaces with the absolute path of the output file. %Program%: Replaces with the file name of the running program. %ProjectDir%: Replaces with the absolute path of the project folder. %ProjectName%: Replaces with the project name. %TempDir%: Replaces with the absolute path of the temporary folder. %WinDir%: Replaces with the absolute path of the Windows system folder. When "#!python" is described in the first line, the contents from the second line to the last line are regarded as the script of the Python console, and then executed before compile processing. The placeholders can be described in the script. The specified command is displayed as the subproperty.		
	Default	Configuration of the compile option	
	How to change	Edit by the Text Edit dialog box which appears when clicking the [...] button. For the subproperty, you can use the text box directly enter the text.	
	Restriction	Up to 1023 characters Up to 64 items can be specified.	

Commands executed after compile processing	Specifies the command to be executed after compile processing. Use the call instruction to specify a batch file (example: call a.bat). The following placeholders are supported. %ActiveProjectDir%: Replaces with the absolute path of the active project folder. %ActiveProjectName%: Replaces with the active project name. %BuildModeName%: Replaces with the build mode name. %CompiledFile%: Replaces with the absolute path of the output file under compiling. %InputFile%: Replaces with the absolute path of the file to be compiled. %MainProjectDir%: Replaces with the absolute path of the main project folder. %MainProjectName%: Replaces with the main project name. %MicomToolPath%: Replaces with the absolute path of the install folder of this product. %OutputDir%: Replaces with the absolute path of the output folder. %OutputFile%: Replaces with the absolute path of the output file. %Program%: Replaces with the file name of the running program. %Program%: Replaces with the file name of the running program. %ProjectDir%: Replaces with the absolute path of the project folder. %ProjectName%: Replaces with the project name. %TempDir%: Replaces with the absolute path of the temporary folder. %WinDir%: Replaces with the absolute path of the Windows system folder. When "#!python" is described in the first line, the contents from the second line to the last line are regarded as the script of the Python console, and then executed after compile processing. The placeholders can be described in the script. The specified command is displayed as the subproperty.	
	Default	Configuration of the compile option
	How to change	Edit by the Text Edit dialog box which appears when clicking the [...] button. For the subproperty, you can use the text box directly enter the text.
	Restriction	Up to 1023 characters Up to 64 items can be specified.
Other additional options	Inputs the compile options to be added additionally. The options set here are added at the end of the compile options group.	
	Default	Configuration of the compile option
	How to change	Directly enter to the text box or edit by the Character String Input dialog box which appears when clicking the [...] button.
	Restriction	Up to 259 characters
Command line	The specified option is displayed.	
	Default	Configuration of the compile option
	How to change	Changes not allowed

[Individual Compile Options(C++)] tab

This tab shows the detailed information on a C++ source file categorized by the following and the configuration can be changed.

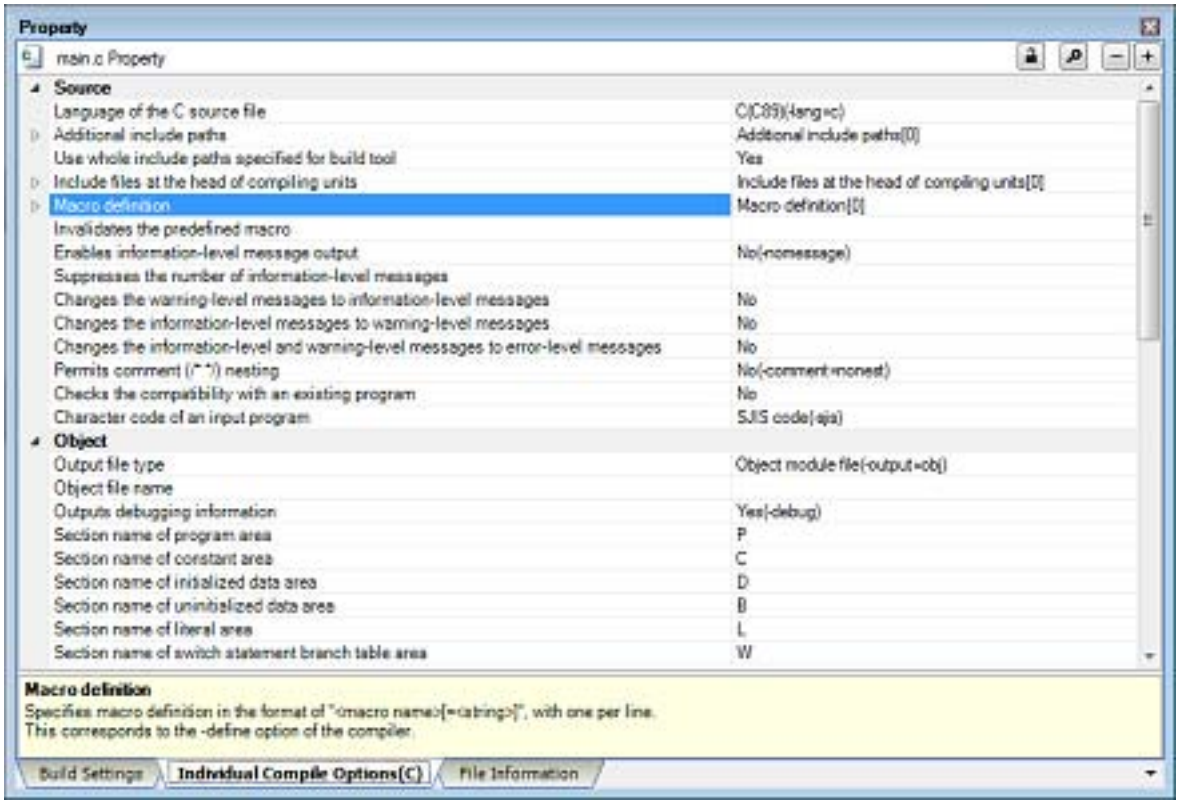
Note that this tab takes over the settings of the [Compile Options] tab.

If the settings are changed from the [Compile Options] tab, the properties are displayed in boldface.

Remark This tab is displayed only when [Yes] in the [Set individual compile option] property in the [Build] category from the [Build Settings] tab is selected.

(1) [Source]
(2) [Object]
(3) [Quality Improvement]
(4) [List]
(5) [Optimization]
(6) [Output File]
(7) [Others]

Figure A.15 Property Panel: [Individual Compile Options(C++)] Tab



[Description of each category]

(1) [Source]

The detailed information on the source is displayed and the configuration can be changed.

Language of the C++ source file	Selects language of the C++ source file. This option corresponds to the -lang option of the compiler.		
	Default	Configuration of the compile option	
	How to change	Select from the drop-down list.	
	Restriction	C++ (-lang=cpp)	Compiles as an EC++ source file.
		EC++ (-lang=ecpp)	Compiles as a C++ source file.
Additional include paths	Specifies the name of the path to the folder that stores the include file. The following placeholders are supported. %ActiveProjectDir%: Replaces with the absolute path of the active project folder. %ActiveProjectName%: Replaces with the active project name. %BuildModeName%: Replaces with the build mode name. %MainProjectDir%: Replaces with the absolute path of the main project folder. %MainProjectName%: Replaces with the main project name. %MicomToolPath%: Replaces with the absolute path of the install folder of this product. %ProjectDir%: Replaces with the absolute path of the project folder. %ProjectName%: Replaces with the project name. %TempDir%: Replaces with the absolute path of the temporary folder. %WinDir%: Replaces with the absolute path of the Windows system folder. The reference point of the path is the project folder. This corresponds to the -include option of the compiler. The specified include path is displayed as the subproperty.		
	Default	Additional include paths[*number of defined items*]	
	How to change	Edit by the Path Edit dialog box which appears when clicking the [...] button. For the subproperty, you can use the text box directly enter the text.	
	Restriction	Up to 247 characters Up to 65536 items can be specified.	
Use whole include paths specified for build tool	Selects whether to compile using the include path specified in the [Additional include paths] property in the [Source] category from the [Compile Options] tab of the build tool to be used. The include paths are added by the following procedure. - Paths specified in the [Additional include paths] property from this tab - Paths specified in the [Additional include paths] in the [Source] category from the [Compile Options] tab This corresponds to the -include option of the compiler.		
	Default	Yes	
	How to change	Select from the drop-down list.	
	Restriction	Yes	Compiles using the include path specified in the property of the build tool to be used.
		No	Does not use the include path specified in the property of the build tool to be used.

Include files at the head of compiling units	Specifies include files at the head of compiling units. The following placeholders are supported. %ActiveProjectDir%: Replaces with the absolute path of the active project folder. %ActiveProjectName%: Replaces with the active project name. %BuildModeName%: Replaces with the build mode name. %MainProjectDir%: Replaces with the absolute path of the main project folder. %MainProjectName%: Replaces with the main project name. %MicomToolPath%: Replaces with the absolute path of the install folder of this product. %ProjectDir%: Replaces with the absolute path of the project folder. %ProjectName%: Replaces with the project name. %TempDir%: Replaces with the absolute path of the temporary folder. %WinDir%: Replaces with the absolute path of the Windows system folder. The reference point of the path is the project folder. This corresponds to the -preinclude option of the compiler.		
	Default	Configuration of the compile option	
	How to change	Edit by the Text Edit dialog box which appears when clicking the [...] button. For the subproperty, you can enter directly in the text box.	
	Restriction	Up to 259 characters Up to 65536 items can be specified.	
Macro definition	Specifies the macro name to be defined. Specify in the format of "*macro name*=*string*", with one macro name per line. The "=*string*" part can be omitted, and in this case, the macro name is assumed to be defined. This corresponds to the -define option of the compiler. The specified macro is displayed as the subproperty.		
	Default	Configuration of the compile option	
	How to change	Edit by the Text Edit dialog box which appears when clicking the [...] button. For the subproperty, you can use the text box directly enter the text.	
	Restriction	Up to 32767 characters Up to 65536 items can be specified.	
Invalidates the pre-defined macro	Specifies invalidates the predefined macro. If multiple macro names are specified, delimit them with a comma (example: __DBL4,__SCHAR). This corresponds to the -undefine option of the compiler.		
	Default	Configuration of the compile option	
	How to change	Edit by the Specify The Predefined Macro dialog box which appears when clicking the [...] button.	
	Restriction	Up to 32767 characters	
Enables information-level message output	Specifies whether information level messages are output. This corresponds to the -message and -nomessage options of the compiler.		
	Default	Configuration of the compile option	
	How to change	Select from the drop-down list.	
	Restriction	Yes(-message)	Enables information message output.
		No(-nomessage)	Disables information message output.

Suppresses the number of information-level messages	Specifies suppresses the number of information-level message. If multiple message numbers are specified, delimit them with a comma (example: 4,200). Also, the range can be set using hyphen (example: 4,200-203,1300). This corresponds to the -nomessage option of the compiler. This property is displayed only when [No(-nomessage)] in the [Enables information-level message output] property is specified.		
	Default	Configuration of the compile option	
	How to change	Directly enter in the text box or edit by the Character String Input dialog box which appears when clicking the [...] button.	
	Restriction	Up to 32767 characters	
Changes the warning-level messages to information-level messages	Selects whether to change the warning-level messages to information-level messages. This corresponds to the -change_message option of the compiler.		
	Default	Configuration of the compile option	
	How to change	Select from the drop-down list.	
	Restriction	Yes(All) (-change_message=information)	Changes all warning-level messages to the information-level messages.
		Yes(Specifies error number) (-change_message=information=<ErrorNumber>)	Changes the warning-level messages with the specified error numbers to the information-level messages.
		No	Does not change the warning-level messages to the information-level messages.
Error number of warning-level message	Specifies error number of warning-level message. If multiple message numbers are specified, delimit them with comma (example: 4,200). Also, the range can be set using hyphen (example: 4,200-203,1300). This corresponds to the -change_message option of the compiler. This property is displayed only when [Yes(Specifies error number) (-change_message=information=<ErrorNumber>)] in the [Changes the warning-level messages to information-level messages] property is specified.		
	Default	Configuration of the compile option	
	How to change	Directly enter in the text box or edit by the Character String Input dialog box which appears when clicking the [...] button.	
	Restriction	Up to 32767 characters	

Changes the information-level messages to warning-level messages	Selects whether to change the information-level messages to warning-level messages. This corresponds to the -change_message option of the compiler.		
	Default	Configuration of the compile option	
	How to change	Select from the drop-down list.	
	Restriction	Yes(All) (-change_message=warning)	Changes all information-level messages to warning-level messages.
		Yes(Specifies error number) (-change_message=warning=<Error-Number>)	Changes the information-level messages with the specified error numbers to warning-level messages.
		No	Does not change the information-level messages to warning-level messages.
Error number of information-level message	Specifies error number of information-level message. If multiple message numbers are specified, delimit them with comma (example: 4,200). Also, the range can be set using hyphen (example: 4,200-203,1300). This corresponds to the -change_message option of the compiler. This property is displayed only when [Yes(Specifies error number) (-change_message=warning=<ErrorNumber>)] in the [Changes the information-level messages to warning-level messages] property is specified.		
	Default	Configuration of the compile option	
	How to change	Directly enter in the text box or edit by the Character String Input dialog box which appears when clicking the [...] button.	
	Restriction	Up to 32767 characters	
Changes the information-level and warning-level messages to error-level messages	Selects whether to change the information-level and warning-level messages to error-level messages. This corresponds to the -change_message option of the compiler.		
	Default	Configuration of the compile option	
	How to change	Select from the drop-down list.	
	Restriction	Yes(All) (-change_message=error)	Changes all information-level and warning-level messages to error-level messages.
		Yes(Specifies error number) (-change_message=error=<Error-Number>)	Changes the information-level and warning-level messages with the specified error numbers to error-level messages.
		No	Does not change the warning-level messages to information-level messages.

Error number of information-level and warning-level message	Specifies error number of information-level and warning-level message. If multiple message numbers are specified, delimit them with comma (example: 4,200). Also, the range can be set using hyphen (example: 4,200-203,1300). This corresponds to the -change_message option of the compiler. This property is displayed only when [Yes(Specifies error number) (-change_message=error=<ErrorNumber>)] in the [Changes the information-level and warning-level messages to error-level messages] property is specified.		
	Default	Configuration of the compile option	
	How to change	Directly enter in the text box or edit by the Character String Input dialog box which appears when clicking the [...] button.	
	Restriction	Up to 32767 characters	
Path to the folder that stores a file for inter-file inline expansion	Specifies path to the folder that stores a file for inter-file inline expansion. The following placeholders are supported. %ActiveProjectDir%: Replaces with the absolute path of the active project folder. %ActiveProjectName%: Replaces with the active project name. %BuildModeName%: Replaces with the build mode name. %MainProjectDir%: Replaces with the absolute path of the main project folder. %MainProjectName%: Replaces with the main project name. %MicomToolPath%: Replaces with the absolute path of the install folder of this product. %ProjectDir%: Replaces with the absolute path of the project folder. %ProjectName%: Replaces with the project name. %TempDir%: Replaces with the absolute path of the temporary folder. %WinDir%: Replaces with the absolute path of the Windows system folder. The reference point of the path is the project folder. This corresponds to the -include option of the compiler. The specified include path is displayed as the subproperty. This property is displayed when [Always latest version which was installed] in the [Using compiler package version] property in the [Version Select] category from the [Common Options] tab is selected and the latest version is V2.00.00 or lower or when V2.00.00 or lower is selected in the [Using compiler package version] property.		
	Default	Configuration of the compile option	
	How to change	Edit by the Path Edit dialog box which appears when clicking the [...] button. For the subproperty, you can use the text box directly enter the text.	
	Restriction	Up to 247 characters. Up to 65536 items can be specified.	
Permits comment (/* */) nesting	Selects whether to permit comment (/* */) nesting. This corresponds to the -comment option of the compiler.		
	Default	Configuration of the compile option	
	How to change	Select from the drop-down list.	
	Restriction	Yes (-comment=nest)	Does not permit comment (/* */) nesting.
		No (-comment=nonest)	Permits comment (/**/) nesting.

Checks the compatibility with an existing program	Selects whether to check the compatibility with an existing program. This corresponds to the -check option of the compiler.		
	Default	Configuration of the compile option	
	How to change	Select from the drop-down list.	
	Restriction	Yes(NC compiler) (-check=nc)	Checks the compatibility with the R8C and M16C family C compilers.
		Yes(H8 compiler) (-check=ch38)	Checks the compatibility with the H8, H8S, and H8SX family C/C++ compilers.
		Yes(SH compiler) (-check=sh)	Checks the compatibility with the SuperH family C/C++ compilers.
		No	Does not check the compatibility with an existing program.
Character code of an input program	Selects character code of an input program. This corresponds to the -euc, -sjis, -latin1, -utf8, -big5 and -gb2312 option of the compiler. [Traditional Chinese character (-big5)] and [Simplified Chinese character (-gb2312)] are displayed when [Always latest version which was installed] in the [Using compiler package version] property in the [Version Select] category from the [Common Options] tab is selected and the latest version is V2.00.00 or higher or when V2.00.00 or higher is selected in the [Using compiler package version] property. [UTF-8 code (-utf8)] cannot be selected in the following cases. - When [Always latest version which was installed] in the [Using compiler package version] property is selected and the latest version is V2.04.00 or lower or when V2.04.00 or lower is selected in the [Using compiler package version] property		
	Default	Configuration of the compile option	
	How to change	Select from the drop-down list.	
	Restriction	EUC code (-euc)	Handles the characters in strings, character constants, and comments by using EUC.
		SJIS code (-sjis)	Handles the characters in strings, character constants, and comments by using SJIS.
		ISO-Latin1 code (-latin1)	Handles the characters in strings, character constants, and comments by using ISO-Latin1.
		UTF-8 code (-utf8)	Handles the characters in strings, character constants, and comments by using UTF-8.
		Traditional Chinese character (-big5)	Handles the characters in strings, character constants, and comments by using Traditional Chinese character.
		Simplified Chinese character (-gb2312)	Handles the characters in strings, character constants, and comments by using Simplified Chinese character.

(2) [Object]
The detailed information on object is displayed and the configuration can be changed.

Output file type	Selects the type of the output file to be generated during a build. This corresponds to the -output option of the compiler.		
	Default	Configuration of the compile option	
	How to change	Select from the drop-down list.	
	Restriction	Object module file (-output=obj)	Outputs a relocatable file.
		Source file after pre-processed (-output=prep)	Outputs a source file after preprocessed.
		Source file after pre-processed(Disables #line output) (-output=prep -noline)	Disables #line output at preprocessor expansion.
Path of the output folder	Specifies the output destination folder for the output file. The following placeholders are supported. %BuildModeName%: Replaces with the build mode name. %MicomToolPath%: Replaces with the absolute path of the install folder of this product. %ProjectName%: Replaces with the project name. If this is blank, it is assumed that the project folder has been specified. This corresponds to the -output option of the compiler. This property is displayed when [Always latest version which was installed] in the [Using compiler package version] property in the [Version Select] category from the [Common Options] tab is selected and the latest version is V2.00.00 or lower or when V2.00.00 or lower is selected in the [Using compiler package version] property.		
	Default	Configuration of the compile option	
	How to change	Directly enter in the text box or edit by the Browse For Folder dialog box which appears when clicking the [...] button.	
	Restriction	Up to 247 characters	
Object module file name	Specifies the name of the object module file generated after compilation. The extension other than ".obj" cannot be specified. If the extension is omitted, ".obj" is automatically added. If this is blank, the file name will be the source file name with the extension replaced by ".obj". This corresponds to the -output option of the compiler. This property is displayed when [Always latest version which was installed] in the [Using compiler package version] property in the [Version Select] category from the [Common Options] tab is selected and the latest version is V2.00.00 or higher or when V2.00.00 or higher is selected in the [Using compiler package version] property.		
	Default	Blank	
	How to change	Directly enter in the text box.	
	Restriction	Up to 259 characters	

Outputs debugging information	Selects whether to output debugging information to object module files. This corresponds to the -debug and -nodebug options of the compiler.		
	Default	Configuration of the compile option	
	How to change	Select from the drop-down list.	
	Restriction	Yes (-debug)	Outputs debugging information to object module files.
		No (-nodebug)	Does not output debugging information to object module files.
Section name of program area	Specifies the section name of program area. This corresponds to the -section option of the compiler.		
	Default	Configuration of the compile option	
	How to change	Directly enter in the text box.	
	Restriction	Up to 32767 characters	
Section name of constant area	Specifies the section name of constant area. This corresponds to the -section option of the compiler.		
	Default	Configuration of the compile option	
	How to change	Directly enter in the text box.	
	Restriction	Up to 32767 characters	
Section name of initialized data area	Specifies the section name of initialized data area. This corresponds to the -section option of the compiler.		
	Default	Configuration of the compile option	
	How to change	Directly enter in the text box.	
	Restriction	Up to 32767 characters	
Section name of uninitialized data area	Specifies the section name of uninitialized data area. This corresponds to the -section option of the compiler.		
	Default	Configuration of the compile option	
	How to change	Directly enter in the text box.	
	Restriction	Up to 32767 characters	
Section name of literal area	Specifies the section name of literal area. This corresponds to the -section option of the compiler.		
	Default	Configuration of the compile option	
	How to change	Directly enter in the text box.	
	Restriction	Up to 32767 characters	

Section name of switch statement branch table area	Specifies the section name of switch statement branch table area. This corresponds to the -section option of the compiler.		
	Default	Configuration of the compile option	
	How to change	Directly enter in the text box.	
	Restriction	Up to 32767 characters	
Allocates uninitialized variables to 4-byte boundary alignment sections	Selects whether to allocate uninitialized variables to 4-byte boundary alignment sections. This corresponds to the -nostuff option of the compiler.		
	Default	Configuration of the compile option	
	How to change	Select from the drop-down list.	
	Restriction	Yes (-nostuff=B)	Allocates uninitialized variables to 4-byte boundary alignment sections.
		No	Does not allocate uninitialized variables to 4-byte boundary alignment sections.
Allocates initialized variables to 4-byte boundary alignment sections	Selects whether to allocate initialized variables to 4-byte boundary alignment sections. This corresponds to the -nostuff option of the compiler.		
	Default	Configuration of the compile option	
	How to change	Select from the drop-down list.	
	Restriction	Yes (-nostuff=D)	Allocates initialized variables to 4-byte boundary alignment sections.
		No	Does not allocates initialized variables to 4-byte boundary alignment sections.
Allocates const qualified variables to 4-byte boundary alignment sections	Selects whether to allocate const qualified variables to 4-byte boundary alignment sections. This corresponds to the -nostuff option of the compiler.		
	Default	Configuration of the compile option	
	How to change	Select from the drop-down list.	
	Restriction	Yes (-nostuff=C)	Allocates const qualified variables to 4-byte boundary alignment sections.
		No	Does not allocate const qualified variables to 4-byte boundary alignment sections.

Allocates switch statement branch tables to 4-byte boundary alignment sections	Selects whether to allocate switch statement branch tables to 4-byte boundary alignment sections. This corresponds to the -nostuff option of the compiler.		
	Default	Configuration of the compile option	
	How to change	Select from the drop-down list.	
	Restriction	Yes (-nostuff=W)	Allocates switch statement branch tables to 4-byte boundary alignment sections.
		No	Does not allocate switch statement branch tables to 4-byte boundary alignment sections.
Adjustment for instruction in branch	Selects adjustment for instruction in branch. This corresponds to the -noinstalign, -instalign4, and -instalign8 option of the compiler.		
	Default	Configuration of the compile option	
	How to change	Select from the drop-down list.	
	Restriction	None (-noinstalign)	Does not align instructions at branch destinations.
		Execution in 4 bytes (-instalign4)	Aligns instructions at branch destinations to 4-byte boundaries.
		Execution in 4 bytes(Contains each loop head) (-instalign4=loop)	Aligns instructions at branch destinations to 4-byte boundaries (Contains head of each loop).
		Execution in 4 bytes(Contains each inmost loop head) (-instalign4=inmostloop)	Aligns instructions at branch destinations to 4-byte boundaries (Contains head of each inmost loop).
		Execution in 8 bytes (-instalign8)	Aligns instructions at branch destinations to 8-byte boundaries.
		Execution in 8 bytes (Contains each loop head) (-instalign8=loop)	Aligns instructions at branch destinations to 8-byte boundaries (Contains head of each loop).
		Execution in 8 bytes (Contains each inmost loop head) (-instalign8=inmostloop)	Aligns instructions at branch destinations to 8-byte boundaries (Contains head of each inmost loop).

Generates divisions and residues with DIV, DIVU, and the FDIV instruction	Selects whether to generate divisions and residues with DIV, DIVU, and the FDIV instruction. This corresponds to the -nouse_div_inst option of the compiler.		
	Default	Configuration of the compile option	
	How to change	Select from the drop-down list.	
	Restriction	Yes	Generates code in which DIV, DIVU, or FDIV instructions are used.
		No (-nouse_div_inst)	Generates code in which no DIV, DIVU, or FDIV instructions are used.
Character code of an output assembly-language file	Selects character code of an output assembly-language file. This corresponds to the -outcode option of the compiler. [Traditional Chinese character (-big5)] and [Simplified Chinese character (-gb2312)] are displayed when [Always latest version which was installed] in the [Using compiler package version] property in the [Version Select] category from the [Common Options] tab is selected and the latest version is V2.00.00 or higher or when V2.00.00 or higher is selected in the [Using compiler package version] property. [UTF-8 code (-outcode=utf8)] cannot be selected in the following cases. - When [Always latest version which was installed] in the [Using compiler package version] property is selected and the latest version is V2.04.00 or lower or when V2.04.00 or lower is selected in the [Using compiler package version] property		
	Default	Configuration of the compile option	
	How to change	Select from the drop-down list.	
	Restriction	EUC code (-outcode=euc)	Outputs characters in strings and character constants using EUC.
		SJIS code (-outcode=sjis)	Outputs characters in strings and character constants using SJIS.
		UTF-8 code (-outcode=utf8)	Outputs characters in strings and character constants using UTF-8.
		Traditional Chinese character (-outcode=big5)	Outputs characters in strings and character constants using Traditional Chinese character.
		Simplified Chinese character (-outcode=gb2312)	Outputs characters in strings and character constants using Simplified Chinese character.

(3) [Quality Improvement]
The detailed information on the quality improvement is displayed and the configuration can be changed.

Detect stack overflow	Selects whether to detect the stack overflow. This property is usable only in the Professional Edition. Detection of stack overflow is a feature for writing a value outside the valid stack area before entering a function and checking whether that value is rewritten before exiting the function. Upon detection, the user-defined __stack_chk_fail() function is called. See "CC-RX Compiler User's Manual" about the difference between [Yes(-Xstack_protector)] and [Yes(All)(-Xstack_protector_all)]. This corresponds to the -Xstack_protector and -Xstack_protector_all options of the ccrx command. This property is displayed when [Always latest version which was installed] in the [Using compiler package version] property in the [Version Select] category from the [Common Options] tab is selected and the latest version is V2.04.00 or higher or when V2.04.00 or higher is selected in the [Using compiler package version] property.		
	Default	Configuration of the compile option	
	How to change	Select from the drop-down list.	
	Restriction	Yes(-Xstack_protector)	Detects the stack overflow.
		Yes(All)(-Xstack_protector_all)	Detects the stack overflow for all functions.
		No(None)	Does not detect the stack overflow.
Value to be embedded for detecting stack overflow	Specifies the value to be embedded for detecting the stack overflow. This property is usable only in the Professional Edition. This corresponds to the -Xstack_protector and -Xstack_protector_all options of the ccrx command. This property is displayed in the following cases. - When [Always latest version which was installed] in the [Using compiler package version] property in the [Version Select] category from the [Common Options] tab is selected and the latest version is 2.04.00 or higher or when 2.04.00 or higher is selected in the [Using compiler package version] property - When other than [No(None)] in the [Detect stack overflow] property is selected		
	Default	Configuration of the compile option	
	How to change	Directly enter in the text box.	
	Restriction	0 to 4294967295 (decimal number)	

(4) [List]

The detailed information on list file is displayed and the configuration can be changed.

Outputs a source list file	Selects whether to output a source list file. This corresponds to the -listfile and -nolistfile option of the compiler.		
	Default	Configuration of the compile option	
	How to change	Select from the drop-down list.	
	Restriction	Yes (-lisfile)	Outputs a source list file.
		No (-nolistfile)	Disable output of a source list file.

Outputs the C/C++ source file	Specifies the contents of the source list file. Selects whether to output the C/C++ source file. This corresponds to the -show option of the compiler. This property is not displayed when [Yes (-lisfile)] in the [Outputs a source list file] property is selected.		
	Default	Configuration of the compile option	
	How to change	Select from the drop-down list.	
	Restriction	Yes (-show=source)	Outputs the C/C++ source file.
		No	Does not output the C/C++ source file.
Outputs the statements unsatisfied in conditional assembly	Specifies the contents of the source list file. Selects whether to output the statements unsatisfied in conditional assembly. This corresponds to the -show option of the compiler. This property is not displayed when [Yes (-lisfile)] in the [Outputs a source list file] property is selected.		
	Default	Configuration of the compile option	
	How to change	Select from the drop-down list.	
	Restriction	Yes (-show=conditionals)	Outputs the statements unsatisfied in conditional assembly.
		No	Does not output the statements unsatisfied in conditional assembly.
Outputs the information before .DEFINE replacement	Specifies the contents of the source list file. Selects whether to output the information before .DEFINE replacement. This corresponds to the -show option of the compiler. This property is not displayed when [Yes (-lisfile)] in the [Outputs a source list file] property is selected.		
	Default	Configuration of the compile option	
	How to change	Select from the drop-down list.	
	Restriction	Yes (-show=definitions)	Outputs the information before .DEFINE replacement.
		No	Does not output the information before .DEFINE replacement.
Outputs the assembler macro expansion statements	Specifies the contents of the source list file. Selects whether to output the assembler macro expansion statements. This corresponds to the -show option of the compiler. This property is not displayed when [Yes (-lisfile)] in the [Outputs a source list file] property is selected.		
	Default	Configuration of the compile option	
	How to change	Select from the drop-down list.	
	Restriction	Yes (-show=expansions)	Outputs the assembler macro expansion statements.
		No	Does not output the assembler macro expansion statements.

(5) [Optimization]
The detailed information on the optimization is displayed and the configuration can be changed.

Optimization level	Selects optimization level. This corresponds to the -optimize option of the compiler.		
	Default	Configuration of the compile option	
	How to change	Select from the drop-down list.	
	Restriction	0 (-optimize=0)	Does not optimize the program.
		1 (-optimize=1)	Partially optimizes the program by automatically allocating variables to registers, integrating the function exit blocks, integrating multiple instructions which can be integrated, etc.
		2 (-optimize=2)	Performs overall optimization.
		Max (-optimize=max)	Performs optimization as much as possible.
Outputs additional information for inter-module optimization	Selects whether to output additional information for inter-module optimization. At linkage, inter-module optimization is applied to files for which this option has been specified. This corresponds to the -goptimize option of the compiler.		
	Default	Configuration of the compile option	
	How to change	Select from the drop-down list.	
	Restriction	Yes (-goptimize)	Outputs additional information for inter-module optimization.
		No	Does not outputs additional information for inter-module optimization.
Optimization type	Selects optimization type. This corresponds to the -speed and -size option of the compiler.		
	Default	Configuration of the compile option	
	How to change	Select from the drop-down list.	
	Restriction	Optimizes with emphasis on execution performance (-speed)	Optimizes with emphasis on execution performance.
		Optimizes with emphasis on code size (-size)	Optimizes with emphasis on code size.
Loop expansion	Selects whether to optimize the loop expansion (for, while, and do-while). This corresponds to the -loop option of the compiler.		
	Default	Configuration of the compile option	
	How to change	Select from the drop-down list.	
	Restriction	Depends on the optimization level and optimization type options	Depends on the optimization level and optimization type options.
		Expansion (-loop=<numeric value>)	Expands loop statements (for, while, and do-while).

Expansion maximum number	Specifies expansion maximum number. This corresponds to the suboption of -loop option of the compiler. This property is displayed only when [Expansion (-loop=<numeric value>)] in the [Loop expansion] property is selected.		
	Default	Configuration of the compile option	
	How to change	Directly enter in the text box.	
	Restriction	1 to 32 (decimal number)	
Performs inline expansion automatically	Selects whether to perform inline expansion automatically. This option corresponds to the -inline and -noinline option of the compiler.		
	Default	Configuration of the compile option	
	How to change	Select from the drop-down list.	
	Restriction	Depends on the optimization level and optimization type options	Depends on the optimization level and optimization type options.
		Yes (-inline=<numeric value>)	Performs inline expansion automatically.
		No (-noinline)	Does not perform inline expansion automatically.
Maximum increasing rate of function size	Specifies maximum increasing rate of function size. For example, when 100 is specified, inline expansion will be performed until the function size has increased by 100% (size is doubled). This option corresponds to the -inline option of the compiler. This property is displayed only when [Yes (-inline=<numeric value>)] in the [Performs inline expansion automatically] property is selected.		
	Default	Configuration of the compile option	
	How to change	Select from the drop-down list.	
	Restriction	1 to 65535 (decimal number)	

<table>
<tr><td rowspan="4">Files for inter-file inline expansion</td><td colspan="3">Specifies files for inter-file inline expansion.
This option is valid only when the inline option or #pragma inline has been specified.
The following placeholders are supported.
%BuildModeName%: Replaces with the build mode name.
%ProjectName%: Replaces with the project name.
%MicomToolPath%: Replaces with the absolute path of the product install folder.
This option corresponds to the -file_inline option of the compiler.
The file name is displayed as the subproperty.
This property is displayed only in the following cases.
- When [Always latest version which was installed] in the [Using compiler package version] property in the [Version Select] category from the [Common Options] tab is selected and the latest version is V2.00.00 or lower or when V2.00.00 or lower is selected in the [Using compiler package version] property
- When [Object module file (-output=obj)] in the [Output file type] property in the [Object] category is selected</td></tr>
<tr><td>Default</td><td colspan="2">Configuration of the compile option</td></tr>
<tr><td>How to change</td><td colspan="2">Click the [...] button to open the Path Edit dialog box.
-> Edit by the Add Inline Expansion File dialog box which appears when clicking the [Browse...] button.
For the subproperty, you can use the text box directly enter the text.</td></tr>
<tr><td>Restriction</td><td colspan="2">Up to 259 characters
Up to 65536 items can be specified.</td></tr>
<tr><td rowspan="5">Expansion method of the switch statement</td><td colspan="3">Selects expansion method of the switch statement.
This corresponds to the -case option of the compiler.</td></tr>
<tr><td>Default</td><td colspan="2">Configuration of the compile option</td></tr>
<tr><td>How to change</td><td colspan="2">Select from the drop-down list.</td></tr>
<tr><td rowspan="3">Restriction</td><td>if_then method (-case=ifthen)</td><td>Expands the switch statement using the if_then method.</td></tr>
<tr><td>Jumping to a table method (-case=table)</td><td>Expands the switch statement by using the table method.</td></tr>
<tr><td>Compiler automatically selects (-case=auto)</td><td>Automatically selects the if_then method or table method.</td></tr>
<tr><td rowspan="4">Handles external variables as if they are volatile qualified</td><td colspan="3">Selects whether to handle all external variables as if they are volatile qualified.
This corresponds to the -volatile and -novolatile option of the compiler.</td></tr>
<tr><td>Default</td><td colspan="2">Configuration of the compile option</td></tr>
<tr><td>How to change</td><td colspan="2">Select from the drop-down list.</td></tr>
<tr><td rowspan="2">Restriction</td><td>Yes (-volatile)</td><td>Handles all external variables as if they were volatile qualified.</td></tr>
<tr><td>No (-novolatile)</td><td>Does not handle external variables as if they were volatile qualified.</td></tr>
</table>

Performs the constant propagation of const qualified external variables	Selects whether to perform the constant propagation of const qualified external variables. Const qualified variables in a C++ source file cannot be controlled by this option (constant propagation is always performed). This corresponds to the -const_copy and -noconst_copy option of the compiler.		
	Default	Configuration of the compile option	
	How to change	Select from the drop-down list.	
	Restriction	Depends on the optimization level options	Depends on the optimization level options.
		Yes (-const_copy)	Enables constant propagation of const qualified external variables.
		No (-noconst_copy)	Disables constant propagation of const qualified external variables.
Conversion method of the divisions and residues of integer constants	Selects conversion method of the divisions and residues of integer constants. This corresponds to the -const_div and -noconst_div option of the compiler.		
	Default	Configuration of the compile option	
	How to change	Select from the drop-down list.	
	Restriction	Depends on the optimization type option	Depends on the optimization type option
		Instruction sequence using multiplication (-const_div)	Performs constant division (residue) by an instruction sequence using multiplication.
		Instruction sequence using division (-noconst_div)	Performs constant division (residue) by an instruction sequence using division.
Expansion method of the library function	Selects expansion method of the library function. This corresponds to the -library option of the compiler.		
	Default	Configuration of the compile option	
	How to change	Select from the drop-down list.	
	Restriction	Calls library functions (-library=function)	Calls all library functions.
		Performs instruction expansion of several library functions (-library=intrinsic)	Performs instruction expansion for abs(), fabsf(), and library functions which can use string manipulation instructions.

Divides the optimizing ranges into many sections before compilation	Selects whether to divide the optimizing ranges of the large-size function into many sections before compilation. This corresponds to the -scope and -noscope option of the compiler.		
	Default	Configuration of the compile option	
	How to change	Select from the drop-down list.	
	Restriction	Depends on the optimization level option	Depends on the optimization level option.
		Yes (-scope)	Divides the optimizing ranges of the large-size function into many sections before compilation.
		No (-noscope)	Does not divide the optimizing ranges before compilation.
Schedules the instruction taking into consideration pipeline processing	Selects whether to schedule the instruction taking into consideration pipeline processing. This corresponds to the -schedule and -noschedule option of the compiler.		
	Default	Configuration of the compile option	
	How to change	Select from the drop-down list.	
	Restriction	Depends on the optimization level option	Depends on the optimization level option.
		Yes (-schedule)	Schedules instructions taking into consideration pipeline processing.
		No (-noschedule)	Does not schedule instructions.
Optimizes accesses to external variables	Selects whether to optimize accesses to external variables. This corresponds to the -nomap, -smap and -map option of the compiler.		
	Default	Configuration of the compile option	
	How to change	Select from the drop-down list.	
	Restriction	Yes(Optimizes the inner-module) (-smap)	Optimizes accesses to external variables which are defined in the file to be compiled.
		Yes(Optimizes the inter-module) (-map)	Optimizes accesses to external variables.
		No (-nomap)	Disables optimization for accesses to external variables.

Perform inter-module optimization	Specifies the level of inter-module optimization (such as function merging). This corresponds to the -whole_program, -merge_files, and -ip_optimize option of the compiler. This property is displayed when [Always latest version which was installed] in the [Using compiler package version] property in the [Version Select] category from the [Common Options] tab is selected and the latest version is V2.00.00 or higher or when V2.00.00 or higher is selected in the [Using compiler package version] property.		
	Default	Configuration of the compile option	
	How to change	Select from the drop-down list.	
	Restriction	Yes(Level 1)(Perform)(-ip_optimize)	Performs inter-module optimization for each file.
		No	Does not perform inter-module optimization.
Converts floating-point constant division into multiplication	Selects whether to convert floating-point constant division into multiplication of the corresponding reciprocals as constants. This corresponds to the -approxdiv option of the compiler.		
	Default	Configuration of the compile option	
	How to change	Select from the drop-down list.	
	Restriction	Yes (-approxdiv)	Converts floating-point constant division into multiplication.
		No	Does not convert floating-point constant division into multiplication.
Allocates preferentially the variables with register storage class specification to registers	Selects whether to allocate preferentially the variables with register storage class specification to registers. This corresponds to the -enable_register option of the compiler. This property is displayed only in the following cases. - When [Always latest version which was installed] in the [Using compiler package version] property in the [Version Select] category from the [Common Options] tab is selected and the latest version is V2.00.00 or lower or when V2.00.00 or lower is selected in the [Using compiler package version] property - When [Object module file (-output=obj)] in the [Output file type] property in the [Object] category is selected		
	Default	Configuration of the compile option	
	How to change	Select from the drop-down list.	
	Restriction	Yes (-enable_register)	Allocates preferentially the variables with register storage class specification to registers.
		No	Does not allocate preferentially the variables with register storage class specification to registers.

Omits a check of the range for conversion between the floating type and unsigned integer type	Selects whether to omit a check of the range for conversion between the floating type and unsigned integer type. When "Yes" is specified, code performance of the relevant type conversion processing is improved. The conversion result may, however, differ from C/C++ language specifications, so take care on this point. This corresponds to the -simple_float_conv option of the compiler.		
	Default	Configuration of the compile option	
	How to change	Select from the drop-down list.	
	Restriction	Yes (-simple_float_conv)	Omits part of the type conversion processing for the floating type.
		No	Does not omit part of the type conversion processing for the floating type.
Performs optimization considering the type of the data indicated by the pointer	Selects whether to perform optimization considering the type of the data indicated by the pointer. Although the performance of object code is generally better than when -alias=noansi is specified, the results of execution may differ according to whether -alias=ansi or alias=noansi is specified. This corresponds to the -alias option of the compiler.		
	Default	Configuration of the compile option	
	How to change	Select from the drop-down list.	
	Restriction	Yes (-alias=ansi)	Performs optimization considering the type of the data indicated by the pointer.
		No (-alias=noansi)	Does not perform optimization considering the type of the data indicated by the pointer.
Optimizes modification of the operation order of a floating-point expression	Selects whether to optimize modification of the operation order of a floating-point expression. Specifying the -float_order option generally improves the object performance compared to when not specifying it. However, the accuracy of operations may differ from that when -float_order is not specified. This corresponds to the -float_order option of the compiler. This property is valid only when [2 (-optimize=2)] or [Max (-optimize=max)] in the [Optimization level] property is specified.		
	Default	Configuration of the compile option	
	How to change	Select from the drop-down list.	
	Restriction	Yes (-float_order)	Optimizes modification of the operation order in a floating-point expression.
		No	Does not optimize modification of the operation order in a floating-point expression.

(6) [Output File]
The detailed information on the output file check is displayed and the configuration can be changed.
Output assembly source file
Select whether to output the assembly source file of the compile result for the C source.
This corresponds to the -output=src option of the compiler.

Output assembly source file	Selects whether to output the assembly source file of the compile result for the C source. This corresponds to the -output=src option of the compiler.		
	Default	Configuration of the compile option	
	How to change	Select from the drop-down list.	
	Restriction	Yes(-output=src)	Outputs the assembly source file of the compile result for the C source.
		No	Does not output the assembly source file of the compile result for the C source.
Output preprocessed source file	Selects whether to output the execution result of preprocessing for the source file to a file. This corresponds to the -output=prep, -noline option of the compiler.		
	Default	Configuration of the compile option	
	How to change	Select from the drop-down list.	
	Restriction	Yes(-output=prep)	Outputs the execution result of preprocessing for the source file to a file.
		Yes(Suppress #line)(-output=prep -noline)	Outputs the execution result of preprocessing (suppress #line) for the source file to a file.
		No	Does not output the execution result of preprocessing for the source file to a file.

(7) [Others]
Other detailed information on compilation is displayed and the configuration can be changed.

Outputs the copyright	Selects whether to output the copyright. This corresponds to the -nologo option of the compiler.		
	Default	Configuration of the compile option	
	How to change	Select from the drop-down list.	
	Restriction	Yes (-logo)	Outputs the copyright.
		No (-nologo)	Disables output of the copyright.
Outputs the cross reference information	Selects whether to output cross reference information. It is necessary to change the setting of the property of "Program Analyzer" to change this option.		
	Default	Configuration of the compile option	
	How to change	Select from the drop-down list.	
	Restriction	Yes(-Xcref)	Outputs the cross reference information.
		No	Does not output of the cross reference information.

<table>
<tr><td rowspan="4">Commands executed before compile processing</td><td colspan="2">Specifies the command to be executed before compile processing.
Use the call instruction to specify a batch file (example: call a.bat).
The following placeholders are supported.
%ActiveProjectDir%: Replaces with the absolute path of the active project folder.
%ActiveProjectName%: Replaces with the active project name.
%BuildModeName%: Replaces with the build mode name.
%CompiledFile%: Replaces with the absolute path of the output file under compiling.
%InputFile%: Replaces with the absolute path of the file to be compiled.
%MainProjectDir%: Replaces with the absolute path of the main project folder.
%MainProjectName%: Replaces with the main project name.
%MicomToolPath%: Replaces with the absolute path of the install folder of this product.
%OutputDir%: Replaces with the absolute path of the output folder.
%OutputFile%: Replaces with the absolute path of the output file.
%Program%: Replaces with the file name of the running program.
%ProjectDir%: Replaces with the absolute path of the project folder.
%ProjectName%: Replaces with the project name.
%TempDir%: Replaces with the absolute path of the temporary folder.
%WinDir%: Replaces with the absolute path of the Windows system folder.
When "#!python" is described in the first line, the contents from the second line to the last line are regarded as the script of the Python console, and then executed before compile processing.
The placeholders can be described in the script.
The specified command is displayed as the subproperty.</td></tr>
<tr><td>Default</td><td>Configuration of the compile option</td></tr>
<tr><td>How to change</td><td>Edit by the Text Edit dialog box which appears when clicking the [...] button.
For the subproperty, you can use the text box directly enter the text.</td></tr>
<tr><td>Restriction</td><td>Up to 1023 characters
Up to 64 items can be specified.</td></tr>
</table>

Commands executed after compile processing	Specifies the command to be executed after compile processing. Use the call instruction to specify a batch file (example: call a.bat). The following placeholders are supported. %ActiveProjectDir%: Replaces with the absolute path of the active project folder. %ActiveProjectName%: Replaces with the active project name. %BuildModeName%: Replaces with the build mode name. %CompiledFile%: Replaces with the absolute path of the output file under compiling. %InputFile%: Replaces with the absolute path of the file to be compiled. %MainProjectDir%: Replaces with the absolute path of the main project folder. %MainProjectName%: Replaces with the main project name. %MicomToolPath%: Replaces with the absolute path of the install folder of this product. %OutputDir%: Replaces with the absolute path of the output folder. %OutputFile%: Replaces with the absolute path of the output file. %Program%: Replaces with the file name of the running program. %ProjectDir%: Replaces with the absolute path of the project folder. %ProjectName%: Replaces with the project name. %TempDir%: Replaces with the absolute path of the temporary folder. %WinDir%: Replaces with the absolute path of the Windows system folder. When "#!python" is described in the first line, the contents from the second line to the last line are regarded as the script of the Python console, and then executed after compile processing. The placeholders can be described in the script. The specified command is displayed as the subproperty.	
	Default	Configuration of the compile option
	How to change	Edit by the Text Edit dialog box which appears when clicking the [...] button. For the subproperty, you can use the text box directly enter the text.
	Restriction	Up to 1023 characters Up to 64 items can be specified.
Other additional options	Inputs the compile options to be added additionally. The options set here are added at the end of the compile options group.	
	Default	Configuration of the compile option
	How to change	Directly enter to the text box or edit by the Character String Input dialog box which appears when clicking the [...] button.
	Restriction	Up to 259 characters
Command line	The specified option is displayed.	
	Default	Configuration of the compile option
	How to change	Changes not allowed

[Individual Assemble Options] tab

This tab shows the detailed information on an assemble source file categorized by the following and the configuration can be changed.

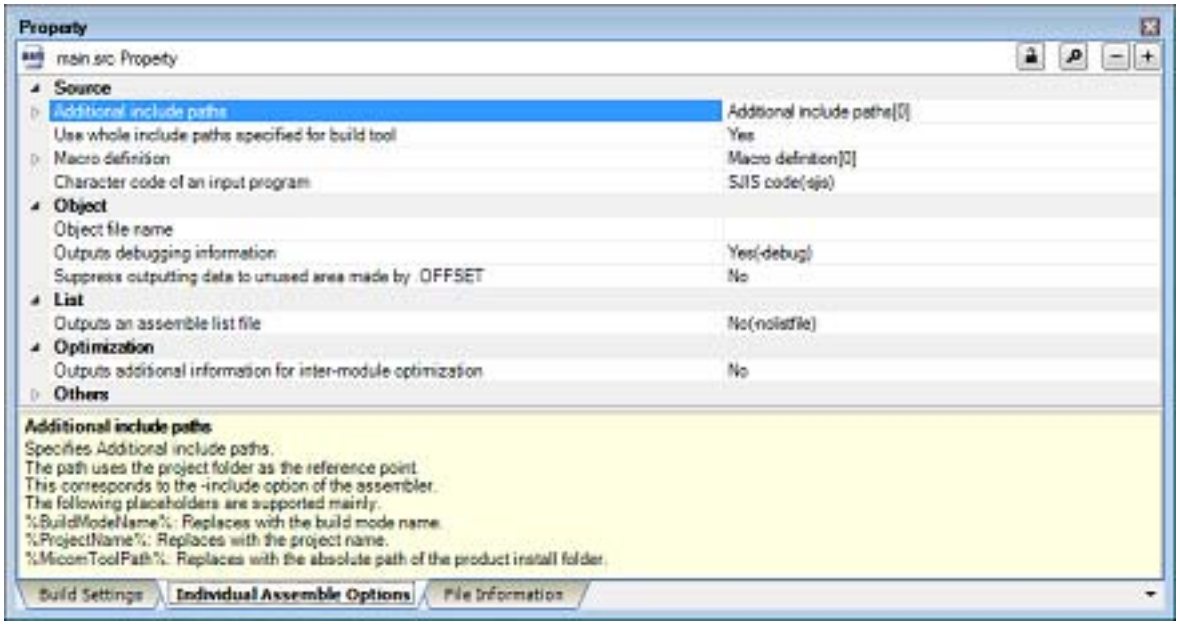
Note that this tab takes over the settings of the [Common Options] tab and [Assemble Options] tab.

When the settings are changed from these tabs, the properties are displayed in boldface.

Remark This tab is displayed when [Yes] in the [Set individual assemble option] property in the [Build] category from the [Build Settings] tab is selected.

(1) [Source]
(2) [Object]
(3) [List]
(4) [Object]
(5) [Others]

Figure A.16 Property Panel: [Individual Assemble Options] Tab



[Description of each category]

(1) [Source]

The detailed information on the source is displayed and the configuration can be changed.

<table>
<tr><td>Additional include paths</td><td colspan="3">Specifies the name of the path to the folder that stores the include file.
The following placeholders are supported.
%ActiveProjectDir%: Replaces with the absolute path of the active project folder.
%ActiveProjectName%: Replaces with the active project name.
%BuildModeName%: Replaces with the build mode name.
%MainProjectDir%: Replaces with the absolute path of the main project folder.
%MainProjectName%: Replaces with the main project name.
%MicomToolPath%: Replaces with the absolute path of the install folder of this product.
%ProjectDir%: Replaces with the absolute path of the project folder.
%ProjectName%: Replaces with the project name.
%TempDir%: Replaces with the absolute path of the temporary folder.
%WinDir%: Replaces with the absolute path of the Windows system folder.
The reference point of the path is the project folder.
This corresponds to the -include option of the assembler.
The specified include path is displayed as the subproperty.</td></tr>
<tr><td></td><td>Default</td><td colspan="2">Additional include paths[number of defined items]</td></tr>
<tr><td></td><td>How to change</td><td colspan="2">Edit by the Path Edit dialog box which appears when clicking the [...] button.
For the subproperty, you can use the text box directly enter the text.</td></tr>
<tr><td></td><td>Restriction</td><td colspan="2">Up to 247 characters
Up to 65536 items can be specified.</td></tr>
<tr><td>Use whole include paths specified for build tool</td><td colspan="3">Selects whether to assemble using the include path specified in the [Additional include paths] property in the [Source] category from the [Assemble Options] tab of the build tool to be used.
The include paths are added by the following procedure.
- Paths specified in the [Additional include paths] property from this tab
- Paths specified in the [Additional include paths] in the [Source] category from the [Assemble Options] tab
This corresponds to the -include option of the assembler.</td></tr>
<tr><td></td><td>Default</td><td colspan="2">Yes</td></tr>
<tr><td></td><td>How to change</td><td colspan="2">Select from the drop-down list.</td></tr>
<tr><td></td><td rowspan="2">Restriction</td><td>Yes</td><td>Assembles using the include path specified in the property of the build tool to be used.</td></tr>
<tr><td></td><td>No</td><td>Does not use the include path specified in the property of the build tool to be used.</td></tr>
<tr><td>Macro definition</td><td colspan="3">Specifies the macro name to be defined.
Specifies in the format of "macro name=string", with one macro name per line.
This corresponds to the -define option of the assembler.
The specified macro is displayed as the subproperty.</td></tr>
<tr><td></td><td>Default</td><td colspan="2">Configuration of the assemble option</td></tr>
<tr><td></td><td>How to change</td><td colspan="2">Edit by the Text Edit dialog box which appears when clicking the [...] button.
For the subproperty, you can use the text box directly enter the text.</td></tr>
<tr><td></td><td>Restriction</td><td colspan="2">Up to 32767 characters
Up to 65536 items can be specified.</td></tr>
</table>

Character code of an input program	Selects character code of an input program. This corresponds to the -euc, -sjis, -latin1, -big5, and -gb2312 option of the assembler. [Traditional Chinese character (-big5)] and [Simplified Chinese character (-gb2312)] are displayed when [Always latest version which was installed] in the [Using compiler package version] property in the [Version Select] category from the [Common Options] tab is selected and the latest version is V2.00.00 or higher or when V2.00.00 or higher is selected in the [Using compiler package version] property. [UTF-8 code (-utf8)] is displayed when [Always latest version which was installed] in the [Using compiler package version] property is selected and the latest version is V2.04.00 or higher or when V2.04.00 or higher is selected in the [Using compiler package version] property.		
	Default	Configuration of the assemble option	
	How to change	Select from the drop-down list.	
	Restriction	EUC code (-euc)	Handles the characters in strings, character constants, and comments by using EUC.
		SJIS code (-sjis)	Handles the characters in strings, character constants, and comments by using SJIS.
		ISO-Latin1 code (-latin1)	Handles the characters in strings, character constants, and comments by using ISO-Latin1.
		UTF-8 code (-utf8)	Handles the characters in strings, character constants, and comments by using UTF-8.
		Traditional Chinese character (-big5)	Handles the characters in strings, character constants, and comments by using Traditional Chinese character.
		Simplified Chinese character (-gb2312)	Handles the characters in strings, character constants, and comments by using Simplified Chinese character.

(2) [Object]
The detailed information on the object is displayed and the configuration can be changed.

Path of the output folder	Specifies the output destination folder for the output file. The following placeholders are supported. %BuildModeName%: Replaces with the build mode name. %ProjectName%: Replaces with the project name. %MicomToolPath%: Replaces with the absolute path of the product install folder. If this is blank, it is assumed that the project folder has been specified. This corresponds to the -output option of the assembler. This property is displayed when [Always latest version which was installed] in the [Using compiler package version] property in the [Version Select] category from the [Common Options] tab is selected and the latest version is V2.00.00 or lower or when V2.00.00 or lower is selected in the [Using compiler package version] property.	
	Default	Configuration of the assemble option
	How to change	Directly enter in the text box or edit by the Browse For Folder dialog box which appears when clicking the [...] button.
	Restriction	Up to 247 characters

Object module file name	Specifies the name of the object module file generated after assembling. The extension other than ".obj" cannot be specified. If the extension is omitted, ".obj" is automatically added. If this is blank, the file name will be the source file name with the extension replaced by ".obj". This corresponds to the -output option of the assembler. This property is displayed when [Always latest version which was installed] in the [Using compiler package version] property in the [Version Select] category from the [Common Options] tab is selected and the latest version is V2.00.00 or higher or when V2.00.00 or higher is selected in the [Using compiler package version] property.		
	Default	Configuration of the assemble option	
	How to change	Directly enter in the text box or edit by the Browse For Folder dialog box which appears when clicking the [...] button.	
	Restriction	Up to 259 characters	
Outputs debugging information	Selects whether to output debugging information to object module files. This corresponds to the -debug and -nodebug options of the assembler.		
	Default	Configuration of the assemble option	
	How to change	Select from the drop-down list.	
	Restriction	Yes (-debug)	Outputs debugging information to object module files.
		No (-nodebug)	Does not output debugging information to object module files.
Suppress outputting data to unused area made by .OFFSET	Selects whether to suppress outputting data to the unused area made by .OFFSET. This corresponds to the -create_unfilled_area option of the assembler. This property is displayed when [Always latest version which was installed] in the [Using compiler package version] property in the [Version Select] category from the [Common Options] tab is selected and the latest version is V2.03.00 or lower or when V2.03.00 or lower is selected in the [Using compiler package version] property.		
	Default	Configuration of the assemble option	
	How to change	Select from the drop-down list.	
	Restriction	Yes(-create_unfilled_area)	Suppresses outputting data to the unused area made by .OFFSET.
		No	Does not suppress outputting data to the unused area made by .OFFSET.

(3) [List]

The detailed information on the list is displayed and the configuration can be changed.

Outputs a assemble list file	Selects whether to output an assemble list file. This corresponds to the -listfile and -nolistfile option of the assembler.		
	Default	Configuration of the assemble option	
	How to change	Select from the drop-down list.	
	Restriction	Yes (-listfile)	Outputs an assemble list file.
		No (-nolistfile)	Does not output an assemble list file.

Outputs the statements unsatisfied in conditional assembly	Specifies the contents of the assemble list file. Selects whether to output the statements unsatisfied in conditional assembly. This corresponds to the -show option of the assembler. This property is displayed only when [Yes (-listfile)] in the [Output a assemble list file] property is selected.		
	Default	Configuration of the assemble option	
	How to change	Select from the drop-down list.	
	Restriction	Yes (-show=conditionals)	Outputs the statements unsatisfied in conditional assembly.
		No	Does not output the statements unsatisfied in conditional assembly.
Outputs the information before .DEFINE replacement	Specifies the contents of the assemble list file. Selects whether to output the information before .DEFINE replacement. This corresponds to the -show option of the assembler. This property is displayed only when [Yes (-listfile)] in the [Output a assemble list file] property is selected.		
	Default	Configuration of the assemble option	
	How to change	Select from the drop-down list.	
	Restriction	Yes (-show=definitions)	Outputs the information before replacement specified with .DEFINE.
		No	Does not output the information before replacement specified with .DEFINE.
Outputs the assembler macro expansion statements	Specifies the contents of the assemble list file. Selects whether to output the assembler macro expansion statements. This corresponds to the -show option of the assembler. This property is displayed only when [Yes (-listfile)] in the [Output a assemble list file] property is selected.		
	Default	Configuration of the assemble option	
	How to change	Select from the drop-down list.	
	Restriction	Yes (-show=expansions)	Outputs the macro expansion statements.
		No	Does not output the macro expansion statements.

(4) [Object]
The detailed information on the optimization is displayed and the configuration can be changed.

Output additional information for inter-module optimization	Selects whether to output additional information for inter-module optimization. At linkage, inter-module optimization is applied to files for which this option has been specified. This corresponds to the -goptimize option of the assembler.		
	Default	No	
	How to change	Select from the drop-down list.	
	Restriction	Yes (-goptimize)	Outputs additional information for inter-module optimization.
		No	Does not output additional information for inter-module optimization.

(5) [Others]
Other detailed information on assembly is displayed and the configuration can be changed.

Checks for a privileged instruction	Selects whether to check for a privileged instruction. This corresponds to the -chkpm option of the assembler.		
	Default	Configuration of the assemble option	
	How to change	Select from the drop-down list.	
	Restriction	Yes (-chkpm)	Checks for a privileged instruction.
		No	Does not check for a privileged instruction.
Checks for a floating-point operation instruction	Selects whether to check for a floating-point operation instruction. This corresponds to the -chkfpu option of the assembler.		
	Default	Configuration of the assemble option	
	How to change	Select from the drop-down list.	
	Restriction	Yes (-chkfpu)	Checks for a floating-point operation instruction.
		No	Does not check for a floating-point operation instruction.
Checks for a DSP instruction	Selects whether to check for a DSP instruction. This corresponds to the -chkdsp option of the assembler.		
	Default	Configuration of the assemble option	
	How to change	Select from the drop-down list.	
	Restriction	Yes (-chkdsp)	Checks for a DSP instruction.
		No	Does not check for a DSP instruction.
Outputs the copyright	Selects whether to output the copyright. This corresponds to the -logo and -nologo option of the assembler.		
	Default	Configuration of the assemble option	
	How to change	Select from the drop-down list.	
	Restriction	Yes (-logo)	Outputs the copyright.
		No (-nologo)	Disables output of the copyright.

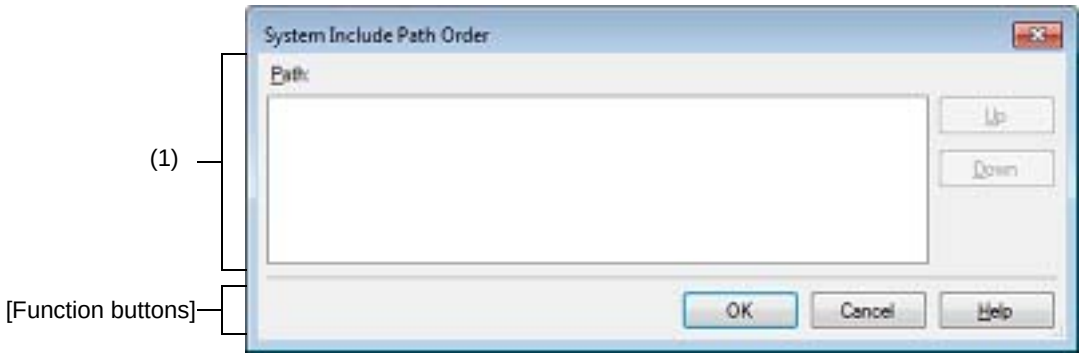
Commands executed before assemble processing	Specifies the command to be executed before assemble processing. Use the call instruction to specify a batch file (example: call a.bat). The following placeholders are supported. %ActiveProjectDir%: Replaces with the absolute path of the active project folder. %ActiveProjectName%: Replaces with the active project name. %AssembledFile%: Replaces with the absolute path of the output file under assembling. %BuildModeName%: Replaces with the build mode name. %InputFile%: Replaces with the absolute path of the file to be assembled. %MainProjectDir%: Replaces with the absolute path of the main project folder. %MainProjectName%: Replaces with the main project name. %MicomToolPath%: Replaces with the absolute path of the install folder of this product. %OutputDir%: Replaces with the absolute path of the output folder. %OutputFile%: Replaces with the absolute path of the output file. %Program%: Replaces with the file name of the running program. %ProjectDir%: Replaces with the absolute path of the project folder. %ProjectName%: Replaces with the project name. %TempDir%: Replaces with the absolute path of the temporary folder. %WinDir%: Replaces with the absolute path of the Windows system folder. When "#!python" is described in the first line, the contents from the second line to the last line are regarded as the script of the Python console, and then executed before assemble processing. The placeholders can be described in the script. The specified command is displayed as the subproperty.	
	Default	Configuration of the assemble option
	How to change	Edit by the Text Edit dialog box which appears when clicking the [...] button. For the subproperty, you can use the text box directly enter the text.
	Restriction	Up to 1023 characters Up to 64 items can be specified.

Commands executed after assemble processing	Specifies the command to be executed after assemble processing. Use the call instruction to specify a batch file (example: call a.bat). The following placeholders are supported. %ActiveProjectDir%: Replaces with the absolute path of the active project folder. %ActiveProjectName%: Replaces with the active project name. %AssembledFile%: Replaces with the absolute path of the output file under assembling. %BuildModeName%: Replaces with the build mode name. %InputFile%: Replaces with the absolute path of the file to be assembled. %MainProjectDir%: Replaces with the absolute path of the main project folder. %MainProjectName%: Replaces with the main project name. %MicomToolPath%: Replaces with the absolute path of the install folder of this product. %OutputDir%: Replaces with the absolute path of the output folder. %OutputFile%: Replaces with the absolute path of the output file. %Program%: Replaces with the file name of the running program. %ProjectDir%: Replaces with the absolute path of the project folder. %ProjectName%: Replaces with the project name. %TempDir%: Replaces with the absolute path of the temporary folder. %WinDir%: Replaces with the absolute path of the Windows system folder. When "#!python" is described in the first line, the contents from the second line to the last line are regarded as the script of the Python console, and then executed after assemble processing. The placeholders can be described in the script. The specified command is displayed as the subproperty.	
	Default	Configuration of the assemble option
	How to change	Edit by the Text Edit dialog box which appears when clicking the [...] button. For the subproperty, you can use the text box directly enter the text.
	Restriction	Up to 1023 characters Up to 64 items can be specified.
Other additional options	Inputs the assemble options to be added additionally. The options set here are added at the end of the assemble options group.	
	Default	Configuration of the assemble option
	How to change	Directly enter to the text box or edit by the Character String Input dialog box which appears when clicking the [...] button.
	Restriction	Up to 259 characters
Command line	The specified option is displayed.	
	Default	Configuration of the assemble option
	How to change	Changes not allowed

System Include Path Order dialog box

This dialog box is used to refer the system include paths specified for the compiler and set their specified sequence.

Figure A.17 System Include Path Order Dialog Box



The following items are explained here.

- [How to open]
- [Description of each area]
- [Function buttons]

[How to open]

- On the Property panel, select the following properties, and then click the [...] button.
  - From the [Common Options] tab, [System include paths] in the [Frequently Used Options(for Compile)] category, and [System include paths] in the [Frequently Used Options(for Assemble)] category
  - From the [Compile Options] tab, [System include paths] in the [Preprocess] category
  - From the [Assemble Options] tab, [System include paths] in the [Preprocess] category

[Description of each area]

(1) Path list display area
This area displays the list of the system include paths specified for the compiler.

(a) [Path]
This area displays the list of the system include paths in the specified sequence for the compiler.
The default order is the order that the files are registered to the project.
By changing the display order of the paths, you can set the specified order of the paths to the compiler.
To change the display order, use the [Up] and [Down] buttons, or drag and drop the path names.

Remark 1. Move the mouse cursor over a file name to display a tooltip with the absolute path of that file.

Remark 2. Newly added system include paths are added next to the last path of the list.

Remark 3. When the path names are dragged and dropped, the multiple path names which are next to each other can be selected together.

(b) Button

Up	Moves the selected path to up.
Down	Moves the selected path to down.

Remark Note that above buttons are disabled when any path is not selected.

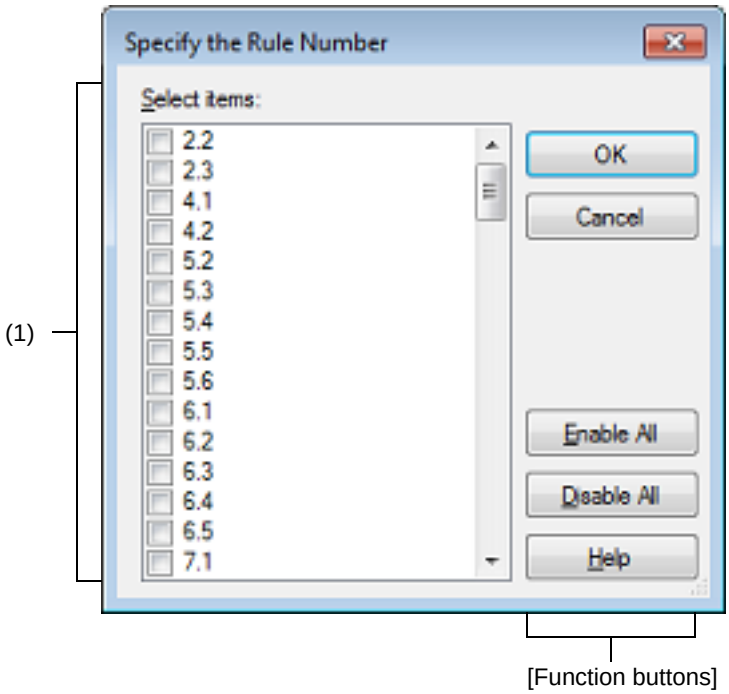
[Function buttons]

Button	Function
OK	Sets the specified order of the paths to the compiler as the display order in the Path list display area and closes this dialog box.
Cancel	Cancels the specified order of the paths and closes the dialog box.
Help	Displays the help of this dialog box.

Specify Rule Number dialog box

This dialog box is used to select the number of the MISRA-C rule and set it to the area that this dialog box is called from.

Figure A.18 Specify Rule Number Dialog Box



The following items are explained here.

- [How to open]
- [Description of each area]
- [Function buttons]

[How to open]

- On the Property panel, select the following properties, and then click the [...] button.
  - From the [Compile Options] tab, [Rule number], [Exclusion rule number], [Check rule number besides required rule], [Exclusion rule number from required rule] in the [MISRA-C Rule Check] category
  - From the [Individual Compile Options(C)] tab, [Rule number], [Exclusion rule number], [Check rule number besides required rule] [Exclusion rule number from required rule] in the [MISRA-C Rule Check] category

[Description of each area]

(1) [Select items]
The list of the MISRA-C rule numbers which can be specified for the area that this dialog box is called from is displayed (ascending order).
Select the check boxes to set the rule number.

Remark In the area that this dialog box is called from, if a rule number is already set, the check box for that rule number will be selected by default.

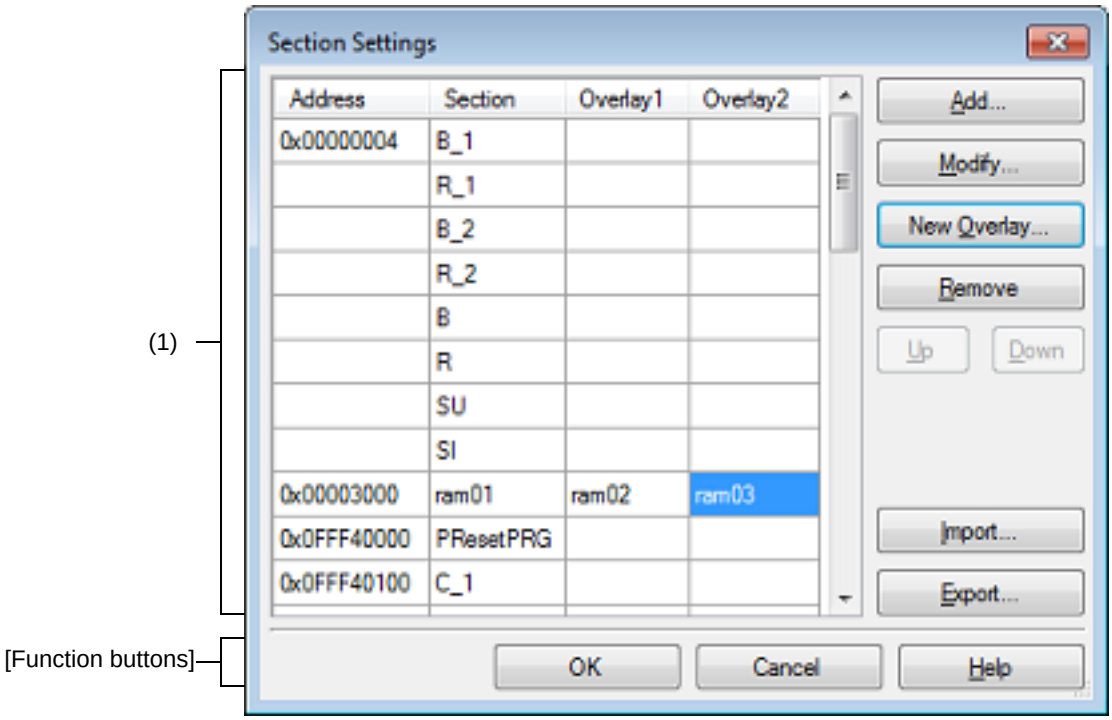
[Function buttons]

Button	Function
OK	Closes this dialog box and sets the selected rule number to the area that this dialog box is called from.
Cancel	Cancels the rule number selecting and closes the dialog box.
Enable All	Selects all the check boxes in [Select items].
Disable All	Clears all the check boxes in [Select items].
Help	Displays the help of this dialog box.

Section Settings dialog box

This dialog box is used to add, modify, or delete sections.

Figure A.19 Section Settings Dialog Box



The following items are explained here.

- [How to open]
- [Description of each area]
- [Function buttons]

[How to open]

- On the Property panel, select the following property, and then click the [...] button.
  - From the [Common Options] tab, [Section start address] in the [Frequently Used Options(for Link)] category
  - From the [Link Options] tab, [Section start address] in the [Section] category

[Description of each area]

(1) Address-section area
This area displays the list of currently configured section allocations.

(a) [Address]
This area displays the start addresses of the sections.

(b) [Section]
This area displays the names of the sections.

(c) [Overlay*n*]
This area displays the names of the sections to be overlaid (*n*: number starting with "1").

(d) Button

Add...	- When selecting an address in this area Opens the Section Address dialog box. Adds the address specified in the dialog box to this area so that the addresses are listed in the ascending order (the section column remains empty). - When selecting a section in this area Opens the Add Section dialog box. Adds the section specified in the dialog box to this area. When there is no empty column in the section group (an address and the sections allocated to the address) where the specified section is to be included, a new section row is added to the bottom of the section group. When there is an empty column, the section is added there.
Modify...	- When selecting an address in this area Opens the Section Address dialog box. Moves the section group according to the address specified in the dialog box so that the addresses are listed in the ascending order in this area. - When selecting a section in this area Opens the Modify Section dialog box. Replaces the section name selected in this area with the one specified in the dialog box. Note that this button is disabled when the selected sell is blank.
New Overlay...	Opens the Add Overlay dialog box. Adds the [Overlay*n*] column in this area and sets the section specified in the dialog box in the column that corresponds to the selected section group.
Remove	- When selecting an address in this area Opens the Unassigned Section dialog box. Deletes the section selected in the dialog box from this area. If no sections are left in the section group, the section group itself is deleted. - When selecting a section in this area Deletes the selected section from this area. If no sections are left in the section group, the section group itself is deleted. If no section names are left in the [Overlay*n*] column, the column itself is deleted. Note that this button is disabled when the selected sell is blank.
Up	Moves up the selected section. However, if the column above the selected section is blank, no move can be made. Input in advance a section name to the above column. Note that this button is disabled when an address is selected or a blank section column is selected.
Down	Moves down the selected section. However, if the column below the selected section is blank, no move can be made. Input in advance a section name to the column below. Note that this button is disabled when an address is selected or a blank section column is selected.
Import...	Opens the Select Import File dialog box. Acquires the section settings from the file specified in the dialog box and updates this area to reflect the acquired settings.
Export...	Opens the Select Export File dialog box. Outputs the contents of this area to the file specified in the dialog box.

[Function buttons]

Button	Function
OK	Reflects the specified section to the text box that opened this dialog box and closes this dialog box.
Cancel	Cancels the settings and closes this dialog box.
Help	Displays the help of this dialog box.

Add Section dialog box
Modify Section dialog box
Add Overlay dialog box

These dialog boxes are used to set a section name when adding, modifying, or overlaying a section, respectively.

Figure A.20 Add Section Dialog Box

Figure A.21 Modify Section Dialog Box

Figure A.22 Add Overlay Dialog Box

The following items are explained here.

- [How to open]
- [Description of each area]
- [Function buttons]

[How to open]

- Add Section dialog box
  - On the Section Settings dialog box, select a section in the address-section area, and then click the [Add...] button.
- Modify Section dialog box
  - On the Section Settings dialog box, select a section in the address-section area, and then click the [Modify...] button.
- Add Overlay dialog box
  - On the Section Settings dialog box, click the [New Overlay...] button.

[Description of each area]

(1) [Section name]
Specify the section name.
Directly enter the section name in the text box or select from the drop-down list.
The following characters can be used only: A-Z, a-z, 0-9, @, _, *, dot(.).
Wildcard characters (*) can also be used.
Note that numeric characters (0 to 9) and dot(.) cannot be used at the beginning of a section name.
The following reserved sections are set in the drop-down list.
.bss, .const, .data, .text

[Function buttons]

Button	Function
OK	- Add Section dialog box Closes this dialog box and adds the specified section to the address-section area in the Section Settings dialog box. When there is no empty column in the section group (an address and the sections allocated to the address) where the specified section is to be included, a new section row is added to the bottom of the section group. When there is an empty column, the section is added there. - Modify Section dialog box Closes this dialog box and replaces the section name selected in the address-section area in the Section Settings dialog box with the one specified. - Add Overlay dialog box Closes this dialog box and adds the [Overlay*n*] column (*n*: number starting with "1") to the address-section area in the Section Settings dialog box. Sets the specified section in the column that corresponds to the selected section group.
Cancel	Cancels the settings and closes this dialog box.
Help	Displays the help of this dialog box.

Section Address dialog box

This dialog box is used to set an address when adding or modifying a section.

Figure A.23 Section Address Dialog Box

The following items are explained here.

- [How to open]
- [Description of each area]
- [Function buttons]

[How to open]

- On the Section Settings dialog box, select an address in the address-section area, and then click the [Add...] or [Modify...] button.

[Description of each area]

(1) [Address]
Specify the start address of the section.
Directly enter the address in the text box or select from the button.
The range that can be specified for the value is 0 to FFFFFFFF (hexadecimal number) (default: 0).

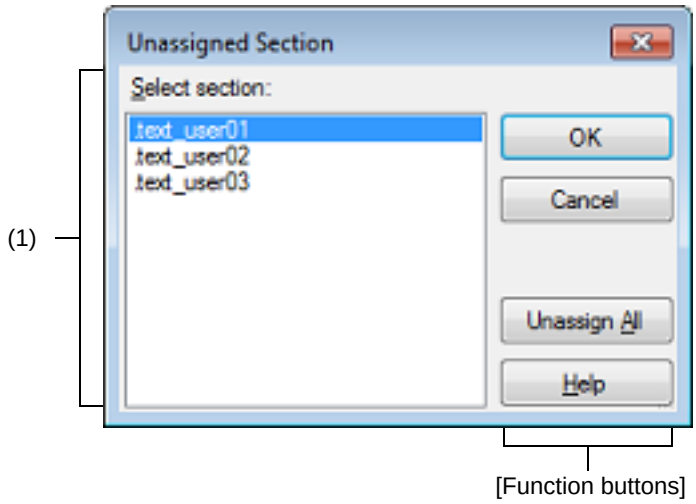
[Function buttons]

Button	Function
OK	- When opening from the [Add...] button in the Section Settings dialog box Closes this dialog box and adds the specified address to an appropriate location in the address-section area in the Section Settings dialog box (the section column remains empty). - When opening from the [Modify...] button in the Section Settings dialog box Closes this dialog box and moves the section group (an address and the sections allocated to the address) to an appropriate location in the address-section area in the Section Settings dialog box.
Cancel	Cancels the settings and closes this dialog box.
Help	Displays the help of this dialog box.

Unassigned Section dialog box

This dialog box is used to delete sections.

Figure A.24 Unassigned Section Dialog Box



The following items are explained here.

- [How to open]
- [Description of each area]
- [Function buttons]

[How to open]

- On the Section Settings dialog box, select an address in the address-section area, and then click the [Remove] button.

[Description of each area]

(1) [Select sections]
This area displays the name of all sections allocated to the address selected in the Section Settings dialog box.
Select sections to be deleted by clicking their names.
You can select multiple sections by left clicking while holding down the [Ctrl] or [Shift] key.

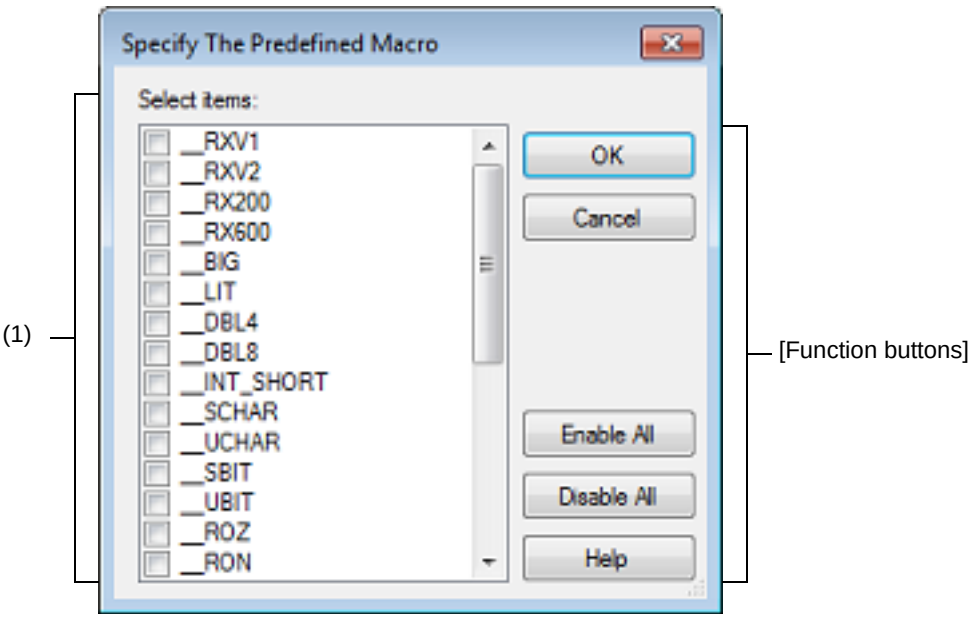
[Function buttons]

Button	Function
OK	Closes this dialog box and deletes the selected section from the address-section area in the Section Settings dialog box. Deletes the section group when the section group (an address and the sections allocated to the address) includes no section. If no sections are left in the [Overlay*n*] column in the address-section area, the column itself is deleted.
Cancel	Cancels the settings and closes this dialog box.
Unassign All	Closes this dialog box and deletes all the sections (the section group selected in the address-section area in the Section Settings dialog box).
Help	Displays the help of this dialog box.

Specify The Predefined Macro dialog box

This dialog box is used to select the predefined macros to disable and set it to the area that this dialog box is called from.

Figure A.25 Specify The Predefined Macro Dialog Box



The following items are explained here.

- [How to open]
- [Description of each area]
- [Function buttons]

[How to open]

- On the Property panel, select the following properties, and then click the [...] button.
  - From the [Compile Options] tab, [Invalidates the predefined macro] in the [Source] category.
  - From the [Individual Compile Options(C)] tab, [Invalidates the predefined macro] in the [Source] category.
  - From the [Individual Compile Options(C++)] tab, [Invalidates the predefined macro] in the [Source] category.

[Description of each area]

(1) [Select items]
The list of the predefined macros which can be disabled for the area that this dialog box is called from is displayed.
Select the predefined macros to disable to set to the area that opened this dialog box, via check boxes.

Remark In the area that opened this dialog box, if a predefined macros to disable is already set, the check box for that macro will be selected by default.

[Function buttons]

Button	Function
OK	Closes this dialog box and specifies the selected macros to the area that opened this dialog box.
Cancel	Cancels the macros selecting and closes the dialog box.

Button	Function
Enable All	Select all the macros in [Select items].
Disable All	Deselect all the macros in [Select items].
Help	Displays the help of this dialog box.

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